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The Compleat
English, French and High-German,
Vermin-Killer :
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FAMILIES.
S H E W I N G

A ready way to destroy Adders, Badgers, Birds of all sorts, Bugs, Ducks, Earwigs, Fish, Fleas, flies, Foxes, Frogs, Gnats, Lice, Mice, Moles, Otters, Pismires, Polt-Cats, Rabbits, Rats, Scorpions, Snakes, Snails, Spiders, Toads, Wasps or Moles, Wasps, Weasles, Wolf fly, Worms in Houses Gardens, &c.

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Curing all sorts of Cattle.

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Being a Rich Cabinet of Modern Curiosities

Printed and Sold by the Bookfellers
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The Complete

English-French and French-English

Vocabulary

Being a

Complete

and

English-French and French-English



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The Compleat

English French

A N D

High-German.

VERMIN-Killer.

C H A P. I.

How to Kill *Rats* and *Mice*.

Rats and Mice are very destructive Creatures both in Houses and Fields, that not only Houses and Fields, but most things appertaining to them, are liable to be Damaged by them and utterly destroyed, therefore we use Cats and Traps, and they are both so well known and so useful, that I shall only name one Trap, by which 40, or 50, nay 100 may be catch'd in one Night, and it is thus made:

Take a plain four-square Trencher and put in the 2 contrary Corners of it a large Pin, or peice of thick Knitting-Needle then take 2 Sticks of a Yard long or there-about, and lay them on your Dresser with a Notch cut at each end of the
A Sticks,

Stick, and lay two large Stones or other weight upon the Sticks placing your two Pins Struck on the corner of the Trencher on the Notches of the two Sticks, so that one corner of your Trencher may lie about an Inch upon your Dresser, or place that the Mice comes to: Then let the corner that lies, opposite to this, be baited with some Butter and Oat-meal plaister'd fast on, and when the Rats or Mice runs off the Dresser to the Butter, it will tip them off. Then to catch them, place a Brass or Copper Kettle half full of Water into which they will fall and be Drown'd.

That your Trencher may not tip over, with a little Sealing Wax and a Thread, seal it to the Dresser and Trencher.



How to Kill Rats and Mice.

TAke a penny-worth of Treacle and mix with it Unslack'd Lime till it is pretty thick; then lay peices as big as a Hazel-Nut on peices

of Paper the breadth of a Shilling, and lay about their Holes, or where they come; they will tread on these Papers, and the Stuff sticks to their Feet which they will lick off, and it burns out their Guts.

How to Kill *Rats* or *Mice*.

Take Rats-bane and Powder it, and mix it with fresh Butter, or make it into a Paste with Barly or Wheat, Meal and Honey and lay on Trenchers or Boards where they come, they will eat it, and it makes them drink and burst. It's a strong Poyson therefore be carefull in using it, and wash your hands after it.

Another.

Take Oatmeal and powder'd Glass, and mix with fresh Butter, and lay where they come.

How to take *Rats* or *Mice* Especially

Take a Board three foot Square, and lay a peice of Rusty fry'd Bacon in the Middle, then lay it pretty thick with Bird-lime, leaving some Alleys for them to come to it, and they will get among the Bird-lime and stick, drawing and squeaking that it will make you Sport. One said he has catch'd 12 on a Night.

In *Staffordshire* they place Bird-lime about their Holes, and they running among it, it sticks to their Skins that they will not leave scratching till they kill themselves.

How to drive *Rats* and *Mice* away.

Miraldus says that the fore Hoofs of a Cow burnt in a House, the smoak and smell thereof drives them away, or if you burn wild Marjorum, they will begone during the time the smell lasts: or scent your Room with the Herb *Merica*.

How to kill *Rats* and *Mice*.

Quicksilver and black Helibore, and the Seed of wild Cucumber mixed with such Meat as *Mice* and *Rats* love, they will eat it and it Kills them: Or, mix powderd Helibore only with Wheat or Barly-meal, and made into a stiff Paste with Honey, laid where they come, they eat it and it's present Death. The Apothecary or Druggist sells it.

Rats and *Mice* to make them all come about you.

Take a deep Earthen or Brass or Copper Pot and set it in the Fire with two or three live *Mice* in it, and when the Pot grows hot, they will chirp or make a noise that all in the House will come about them.

Miraldus says that if the Fire is made of Ash-Wood they will jump into the Fire, he supposes that the smoak of the Ash blinds them.

How

How to kill *Rats* and *Mice*.

Take Hemlock Seed and throw into their Holes, they eat it greedily and it Kills them.

How to fright away *Rats* and *Mice*.

Take a Rat or Mouse and beat him or cut him very sore, then let him go, and he'll cry and make such a noise that it will fright all the rest from your House.

Some take them and fleas the Skin off their Heads, and that does the same.

How to kill *Rats* and *Mice*.

Take Wheat or Barley flower, and with Honey and Metheglin, make it into a stiff Paste, and mix bitter Almonds with it; but I think if you mix a little of Helibore Leaves, powder'd with it, its better.

Another.

Take Collquintida and bitter Almonds and Barley or Wheat meal, or Oatmeal Flower, and with Honey or Mead, make a Paste, and lay it where they come; or throw it into their Holes, and it certainly Kills them.

Another

(6)
Another.

Agrippa says that Pot-Ashes thrown into their Holes kills them: But I suppose you must lay in their way some Treakle, Honey or soft Grease that they treading on that, and afterwards the Pot-ashes they lick it off, and the Pot-Ashes then Poysons them,

Another.

Take Honey or Mead and make a stiff Paste with Wheat or Barley-meal, and mix the sifting of Iron and Steel with it, and throw it where they come and they will eat it and it kills them. Approv'd.

To keep Rats or Mice from the Cheese.

Agrippa says, that Hogs-Lard mixed with the Brains of a Weasle and laid in large Pellets or Quantities about the Room they will not come into that Room. Approv'd.

How to make Mice or Rats Blind.

If you take Tithymal bruised, and mix it with Wheat or Barley-flower, and with sweet Wine, Mead, M. theglin, Honey, make it into a stiff Paste lay it where they come, and they'll eat it and become Blind presently. Approv'd.

How

How to make *Rats* and *Mice* scaby and to kill them.

Put Oak-Ashes in their Holes, and they running among them makes them scabby, and so kill them. Approv'd.

How to drive away *Mice* and *Rats*.

Make a Fume with Smallage Seed, Origanum, and Nigella, all or any of them, and drives them out of the House.

Also, Lupins or green Turmarinds burnt in the Room drives them away. Approv'd.

That *Rats* and *Mice* may not eat Books.

Let the Printers put Infusion of Wormwood into their Printing Ink, and they will never eat the Letters. Approv'd.

How to Drive away *Rats* and *Mice* from your Corn or seed sown.

Pliny says, that the Ashes of a Weefle will drive them away either from your House or Corn: Or the Ashes of a Cat put into Water and Sprinkled about your House or Field.

How to kill Field *Rats* and *Mice*.

In the Dog days the Fields are generally bare, then find out their Holes, or Nests, that are little and round, like an Augre-hole, and put Hemlock Seed into them : Or, sprinkle on the Land Helibore mix'd with Barley-meal, they eat it greedily, and it kills them.

That *Mice* may not destroy seed Corn.

Steep your seed in Bulls Gall and they'l not touch it : Or, take Green Glas and powder it, and as much Copperas, beat to Powder and mix it with Honey till it come to a Paste, and it will neither leave Rats nor Mice, in all the Fields, but presently kill them.

To kill *Rats* or *Mice* in House or Field.

Stop their Holes with Rose or Laurel leaves.

Some mingle wild Cucumber, Henbane seed, Bitter Almonds, and Black Helibore, beaten together and made into a Paste with Barley-Meal and Oyl, and put into their Holes in Houses or Fields, and they eat it, and it kills them. Approv'd.

How to Preserve *Hartichokes* from *Rats* and *Mice*.

They are great lovers of Hartichokes and will come

come to them in Troops to prevent this, wrap Wool about their Roots and they'll be gone: Or Hogs Dung, and Fig-tree Ashes laid about them will drive them away.

How to catch Mice and Rats in the field.

Place an Earthen Pot in the Ground half full of Water, and cover it with a Board with a Hole in the middle of it, and then cover the Board with Haum, Straw or such like Rubish, under which Mice shall seek for Shelter, creep into the Holes where they drop into the Water and are drown'd,

Some place three sticks like a figure of four, which they bait with Cheese, and upon it lay a Tyle which falling down when they touch it kills them, this Trap is good for Gardens, Orchards and such places.

Some put Sand among the Corn, and it falls into their Ears, so prevent their burrowing in it.

How to Preserve Corn from Rats and Mice.

Set 4 or 6 Posts in the Ground, according as your Grainary is design'd for bigness, let them be two or three Yards high, then make a Floor or wood Cross to support your Corn, about the Posts do Dutch Tyles such as you set in Chimneys, and they keep smooth that Rats or Mice cannot get up. If you Erect a Barn or Grainary Erect Sides and a Roof upon it, if only a Stack cover it with thatch. Some make their Suppor-

ters of two Stones the lower about 3 foot high and two foot wide at Bottom, and one at the Top, and over this lay another Stone about a Yard Square some make it of a round form which is best, let the Corn you Stack be bound in the Sheaves, that the Ears may be turn'd inwards, which will save it from Pigeons. Crows and other Fowl. If you suspect Rats or Mice may be got into the Grainary Grease a Stick and thrust into it and they gnaw the Stick.

How to Destroy Moles.

Take a Head or two of Garlick, Onyon, or Leek, and put into their Holes, and they'll run out as if amazed, and so you may with a Spear or Dog take them. Approv'd.

How to bring Moles together.

Put a live Mole in an Earthen, or brass Pot, place it near a Fire made for that Purpose in a place where they are, and when the Pot is hot, she will cry and call others about her. Approv'd.

How to Kill Moles.

Take the Dregs of Oyl or Juice of wild Cucumbers, and put into their holes, and it kills them. Approv'd.

Another

Another.

Beat Helibore white or black, and with Wheat-flower, the white of an Egg, Milk and sweet Wine or Metheglin; make it into a Paste, and put small Pellets as big as a Small nut into their Holes, and they eat it with Pleasure, and it Kills them, Approv'd.

Another.

Pliny says, take an Earthen Jug Pottle with a big Belly, and narrow Neck: And put Bees-wax, Rosin, and Brimstone, and Cedar wood cut small into it: Set these on fire and stop all the Moles Holes close but one, being open'd, put the Neck of the Pot into it, and the Smoak will choak them, Approv'd.

Another.

Take the Bark of Dog's Cole, powder it and mix it with Wheat-flower, or Barley meal, or Rye-flower, and with Milk and Wine make a Paste, put some of these Pellets into their Holes, and they'll eat it, and it kills them.

Another.

Some keep Cats in Gardens, and tame Weefles that will destroy them, and Rats and Mice, &c.

Another.

Another.

Take Markingstone and wild Cucumber Juice and pour it into their Holes.

Some set Traps at the Mouth of their Holes with Hair.

How to drive Moles away.

In places you would not dig nor break much, the fuming their Holes with Brimstone, Garlick or other unsavory things drives them away, and if you put a dead Mole into a common Haunt, it will make them absolutely forsake it.

How to take Moles an incredible way.

A Mole-catcher and his Boy in 10 Days, in the spring time in a ground of 190 Acres took near 3 bushel of old an young by casting up their Nests only, which are always built in a great heap as big again as the rest, easily discern'd, then would the old ones quickly come to look their young, which they would snap up.

If you have a Conveniency of bringing Water over your Ground it will destroy them as far as it goes. Blith's useful book of Husbandry.

How to Kill Moles.

To take them in Trenches spoils much Ground, therefore take a Mole-spear or Staff, and where you see them cast, go lightly; but not on the side betwixt them and the Wind, least they perceive

ceive you, and at the first or second putting up of the Earth, strike them with your Mole Staff down right, and mark which way the Earth falls most, if she cast toward you, strike somewhat over, if she cast up toward the Left-hand strike somewhat on the Right hand, and so on the contrary to the casting up of the plain Ground, strike down and then let it remain, then take out the Tongue in the Staff and with the spattle or flat end dig round about your Grain to the end thereof, to see if you have killed her, if you have mist her, leave open the Hole, and step aside a little, and perhaps she'll come to stop the Hole again, for they love but very little Air, and then strike again, but if you miss her, pour into her hole 2 Gallons of Water, and that will make her come out for fear of drowning; mind them going out in a Morning to feed, or coming home when fed, and you may take a great many.

How to take Moles when you Plow.

Take with ye a large Vessel full of Water, and when you see any new Mole holes cast up, being opened with the Plow, pour therein Pitchers or large Cans of Water, and that will make them in a little time come out, and thus you may destroy them in Plow'd Land or Pasture in common Land make Trenches in spring time to catch them.

How to take Moles another way.

In March or April, the ground is soft and they run shallow, and also after a Rain, and by banks sides.

sides, and in the Routs of Carts, and when you see such newly wrought, tread it down always, softly, and then at her accustomed Hours, which is usually at Spring time from about 6, 8, and 11 in the Morning, and in the Evening about 3 or 4 or 7, she will stir up the Earth in the said Trenches, and so go from Trench to Trench, and then watch diligently and hearken you will either hear or see her at work moving the Earth in the Trench, then stop down the broad end of your Staff cross the hole behind her, and with your Foot before her, so stop the way behind with your Staff and before with your Foot, and then take her up with your Spattle, Moles generally go abroad about Sun-Rising or soon after in dry, or hot weather, Moles seldom go abroad but in the Morning, but in moist Weather twice a Day Forenoon and Afternoon, in frosty Weather, they work under Trees and thick Hedges and Bushes, in wet Seasons, and in Winter they lye most in wet Banks or Hedges, or under Roots of Trees and Hills, and come out every Morning to go abroad (if it is dry) 2 or 300 Yards from their Holes, and after an hour or two feeding return home, then observe where they have been, and there make Trenches and stop the Earth down with the Spattle or broad end of the Mole staff, which he hath before raised or passed through, and there tread it down with your foot in your Trenches lightly, and the longer the Trenches are the longer she is passing through them make Trenches in the most convenient place in the Ground, if you make them nigh their holes it is best to take them going out or in going home. make their Trenches along by the hedge side or nigh banks, and Roots of Trees for that is best.

Another

(15)
Another.

Some say that in Gendering time, if you lead or draw a Bitch Mole in a string along the Ground, the Buck will grice her, and you may catch them in a pot set in the Ground.

Another.

The best Instrument to destroy them is made thus Take a small board of about three Inches and a half broad and five Inches long, on the one side thereof raise two small round hoops or arches, and at each end, like unto the two ends of a Carriers Waggon, or a Tilt boat, large enough that a Mole may pass through them in the middle of the board, make a hole so big that a Goose quill may pass through, then is that part finished, then have in a readiness, a short stick, about 2 Inches and a half long, about the bigness that the end thereof may just enter the hole in the middle of the board, also you must cut a handle or other stick, about a yard or yard and half long, that being stuck into the ground may spring up like unto the spring they usually set for Fowls, then make a link of horse hair very strong that it will easily slip. and fasten it to the end of the stick that springs, also have in readiness four small hooked sticks, then go to the Furrough or Passage of the Mole, and after you have opened it, fit in the little Board with the bended Hoops downwards, that the Mole when she passes that way, may go directly through the two Semicircular hoops, before you lay the Board down, put the Hair spring through the

he

the hole in the middle of the Board, and place it Round, that it may answer to the two end Hoops, & with the small sticks, & gently put into the Hole to stop the knot of the Hair spring place it in the Earth in the passage, & by thrusting in the four hooked stick, fasten it, & cover it with Earth, and then when the Mole passes either the one way or the other by displacing or removing the small stick that hangs perpendicularly downward, the knot passes through the hole and the spring takes the Mole about the Neck; Though the Description seems tedious yet this is very plain and easily performed, these Vermin being so very Prejudicial even worse to ground than Swine, I have enlarg'd the more it, and refer you to Mr. *Blith's Husbandry* a book all Husbandmen ought to Peruse, being Reprinted with large Additions.

How to Kill Moles.

Take white Melibore and the root of Palma-Christi, bruise and pound them together, then pass it through a seirce or fine seive, and mix with it barley meal, and white of an Egg, with a little Wine, Mead or Milk, make a Paste, then make pellets, and throw them into the holes. Approv'd.

Some fill their holes with the Juice of wild Cucumbers mix'd with Red Earth.

Some dig holes round the Mole hills, and they finding the Air come upon them, flee away.

Some watch the ground till it heave, and dash in a spade, before the hole, and so at once bring up the Earth and Mole. This oft takes if dexterously managed.

Some take a thick piece of wood, Arm'd with

great long nails and watching the ground heaving thrust down the log of wood, which so stuns the Mole that you may easie take them up with a Spade. M. S.

How to Kill Weasles.

Weasles do much injury to Warrens, Dove houses Hen Roosts, &c. to take them in hutches and Iron Traps is a good way.

How to destroy Weasles.

Take Sal Armoniack, and beat it, and with Wheat-flower and Honey, make it into a Paste with the White of an Egg, and lay it in Pellets where they come, and they eat it and it Kills them.

How to drive Weasles away.

Cut off his Stones and Tail, and he'll be gon and fright away all the others about your house.

That Weasles may not suck the Eggs.

Lay Rue about the Hens that lay, and they'll not come near it.

How to drive Weasles away.

The smell of a burnt Cat frights them away As all insects will be frighted away with their own kinds being burnt.

How to gather Weasles together.

Take the gall of a Lizard and mix it with water and strew where they come. Cardan says will gather them together.

Weasles to fright away Mice.

Put Bells about his neck, and let him run about your house, and he'll frighten away all the Mice,

Its in their nature to destroy Mice therefore some people love to have them about their houses.

Green Bugs to destroy, that hurt Green Plants and Rose-Trees.

To kill green Bugs in Gardens, rub the places where they fix with strong Vinegar, mix'd with the juice of Henban, or some water the Plants hanted with them, with the cold decoction of Mustard and Laurel seed in water, some squosh them with their Fingers, which is a good way.

House Bugs to destroy,

Take Gun-powder beat small, and lay some about your bedstead and fire it, do this all about your Bedstead, and keep the smoak in, this do for a quarter of an hour or more, and let the Room be kept close for sometime after.

Another

Another.

Take sprigs of Fern and lay upon the boards kills them.

How to kill Bugs.

Take a handful of Wormwood, and white Helibore, and boil them in Urine till it's wasted and wash the joints of your bedstead with it.

Another.

Take a quantity of unslack'd lime, and put it into a quart of water, and let it stand 3 or 4 days then pour off the Water and add a quantity of common Salt, the stronger both of lime and Salt the better wash with this Liquor the flockt sides of the Wall and Bedstead two or three times a Week, and set your Windows open to let in the Air, and it will kill Bugs and Fleas.

Another.

Burn brimstone under the Joints of Bedstead and creases where they lye, and they'll come out presently that you may kill them, do this 2 or 3 times a week and keep the Room close.

Another.

Take a convenient quantity of good Tar, mix the

the Juice of wild Cucumbers with it, stir it five times a day for 2 days, then anoint your bedstead with it and it kills them. Approv'd.

Another.

The Powder of Squills mixed with wine Vinegar, Rub it into the Bedstead with a sponge it kills them. Approv'd.

Another.

Vinegar and the gall of an Ox mixt, or dregs of Oyl and Ox Gall mixt, and rub the Joints and Cracks of the bedstead and it will kill them. Approv'd.

Or, old Oyl and Brimstone powdered and mixed together then anoint the Bedstead with it. Approv'd.

Or, Glew and Vinegar boyl'd together and rub the Bedsteads with it, and it kills them. Approv'd.

Another.

Take a handful of Rue and wormwood, and mix them with common oyl, and as much water as Oyl enough to cover the Rue and Wormwood then let it boyl till the water is all boyl'd away, then strain out the Oyl from the herbs, and mingle with sheep suet as much as the Oyl anoint the Bedstead with it and its an infallible Cure or Remedy. Approved.

Another

Another.

Some uses Quicksilver and Hogs greafe mixed and Anoint the Bedstead with it.

Another.

Take soap that lies after your washing, and boil Onions in it and wash your Room and Bedstead with it.

Another,

Take strong Vinegar and mix salt with it and sprinkle your Room, this prevents Bugs and Fleas, and is very wholesome.

Another.

Take three Ounces of Guinney Paper Burn it on a Chaffendish of Coles in your Chamber, shut the Doors and Windows, and go out or it will serve you as the Bugs and Fleas. This do twice a Month in Hot Weather and will destroy all sorts of Vermin in the Bed.

Another.

Take Wormwood and Mustard seed bruised, oyl them in a Water, a quarter of an Hour, then add Salt to the Water then wash your floor and Bedstead and it will destroy them and all other Vermin, keep your Room Airy.

Another

Another.

The Rind of Green Walnuts bruis'd and steep'd in Water three or four Days, then wash the Room and Bedstead with it twice a Week,

Another.

Take Colloquintida Seeds sufficient to make your water strong, boyl them a quarter of an hour in water, and wash the Wall, Floor and Bedstead, and it will kill all sorts of Vermin.

Another.

Take Wormwood Dry'd and put in Bags pickt full of holes and lay betwixt your Bed and sack-ing Mats or boards, and some under the Bolster, and under your Bed on the Floor, and on the Bed Tester, this prevents breeding of Bugs and Fleas.

And to conclude, let your Rooms be kept clean set open the Windows when you rise, and lay your Bed-cloaths open four or five hours and its the way to prevent both Bugs and Fleas

Lice.

Take a little Ratsbane, and boil it in Spring water then when it is pretty well boiled, kee the water for use rub a little of it about the Scaby and louzy Head and Hair and put on Cap, and tye on Close, use this with care for it

the strongest Poyson Imaginable, wash your hands after it and be careful.

Another.

Take fresh butter unsalted and boil it up with Pepper to a Salve then cut off the Hair and anoint the scaby and louzy head, and put on a cap Approv'd.

Another:

Staveakers powder, d and mixed amongst the hair and tie it up with a cap kills them.

Another.

Some take Salt and Water and rub the Afflicted place with it.

Some take Vinegar and Onion, and mix in it Allome and Aloes, and anoint the grieved place
Alexander.

Another.

Take Amaranthus the Apothocary's sells it boil it in Lye and wash the head,

Another.

Take Sage, Hogs Lard, and Quicksilver, as much as you think convenient, mix them to a Salve, and Anoint. from an Italian.

How to kill Nits and Lice in the Head.

Take of Bees-wax an ounce, three Ounces of Oyl of Olive, three Drams of Staveacres, and as much Quicksilver, of these make a salve, and anoint, it kills Nits and Lice, I beleive it will do without Quicksilver. *Agrippa.*

Another.

Take Red Orpement and Salt Peter, of each a dram. and Lice herb 2 drams, mix these together with Oyl and Vinegar and anoint the Head. *Byrus.*

How to kill Lice on Ship board, Bed and body.

Take May Butter or unscalded Cream one Ounce threepenny worth of Quicksilver, warm them in a luted Pot of Loam, to stir them till they be Incorporated together, then take a small Linnen Cloth, of three Inches, and Steep it therein, then take a peice of Silk and sew it into it and hang it about your Neck; often times found certain by *Dr. Thomson.*

How to kill Lice in the Head.

Take Flowers of Flower (at the Apothothecary's) gently boyld in Lee wash your head with it, and it kills the Lice and it cures the Scurff also. *Hieron.*

How

How to kill Nits and Lice in the Head.

Take 3 ounces of common Oyl, Bees-wax, one Ounce, Staveacres, 3 Drams, Quicksilver kill'd with a Man's fasting spittle, 3 drams, make an Oynment, wash with this instead of Soap, when you wash your Head. *Byrus.*

Another.

Take Sandrach, Salt Peter, of each one Dram, Staveacres, 2 Drams, make them up with Vinegar and Oyl, and Anoint therewith. *Approv'd.*

How to kill Lice on Trees.

By reason of drought many Trees and Bushes are Loufy, as Sweet Bryar, Goosberies, &c. therefore frequently Wash them, or with Water by dashing of them may prove the best Remedy.

How to kill Crab Lice.

Take Hogs Grease, Quicksilver, Sage, of each a sufficient quantity. mix them all well together and make an Unguent, ahnoint the Parts that are Louzy with it. *Falopius.*

Another.

Take the Pap of a Roasted Apple, and beat it in a Mortar with Quicksilver as much as will make it into an Ointment, and annoint the afflicted parts. *Approv'd.*

How to kill Lice in the Eye-lids.

Rub your Eye lids with Salt Water, Sea Water, or Brimstone and Water and Apply it, or with Vinegar of Squills Allome and Alloes, and annoint the Hair of the Eye-lids.

How to kill Fleas.

Take Lavender and Wormwood, and boil in Vinegar well then sprinkle your Blankets with them.

Another.

Take Wormwood well dry'd and put in a Bag pickt with holes, and place under your Bed, or Flea-wort laid under and about your Bed kills them.

Another.

Take Wormwood, Nut leaves Leavender Averson and Green Coliander, put them under the Bed or Pillow and the Fleas will die. Approv'd.

Another.

Agrippa says, that the Lees of Oyl sprinkled in the Room Kills them. Approv'd.

Another

Another.

Agrippa says that She-Goats Milk and Lye is an Infalible Remedy sprinkled about the Room.

Another.

Take uflack'd Lime, and strow in the Chambers, Approv'd.

Another.

Mustard Seed boil'd in Water, and sprinkle the Room with it.

Another.

Soap Lees, and Onyons boyl'd together, and sprinkle the Room, and it kills them. Approv'd.

Another.

Take Wormwood and the Root of wild Cucumber and boil them in Pickle, and sprinkle the Room and it kills Fleas. *Agrippa*.

Another.

Take an Earthen Pot, and cut a Hole in the Floor so large as the Pot may stand with its Mouth even with the Floor, then bruise Rose, and Laurel Leaves, and the Fleas will come into it : Or, Smear the Pot with Bulls Fat and it will gather the Fleas to it.

Or, Smear the Pot with Goats Blood and they will come into it. Or the Blood of an Ox mixed with the Soot of a Chimney, and Rub the Inside of the Pot, and all the Fleas will come into the Pot in a Day or two: Or, instead of a Pot set as before; Take an Earthen Dish or Platter, and Smear it as above and they will come into it.

Another.

Rub a small peice of Board over with Hogs Grease and all the Fleas will gather to it in the middle of the Room. Approv'd.

Or take the Blood of a Badger, and smear a Trencher over with it, and it will gather all the Fleas to it and kill them.

How to kill fleas or Wall lice.

Take the Decoction of Thistle and Arsemart or Colloquintida, Bramble or Colewort Leaves, and Sprinkle about the House, Drives them away

Another.

Take Southern-Wood, Rue, Wormwood, Savory Walnut-Leaves, Lavender, Fleasfeed, lay all these or some of them under the Blankets: Or, Boyl them in Vinegar and Sea Onyons, and with that besprinkle the Bed. *Alexius.*

How to destroy Caterpillars.

Caterpillars destroy the Leaves of Trees and devour

devour Cabages and other Tillage and are generally the Effects of great droughts: To prevent their Numerous Increase on Trees gather them off in Winter takeing the prickets away that cleave to the Branches and burn them.

Another.

when they are upon Coleworts, or Cabages, take some Salt Water, and water them with it, and it will Kill them. In Summer when they are gather'd together through Coldness or Humidity take them and destroy them.

Another

Strew Fig-Ashes and it drives them away: Or, (if this does not do) Mingle Ox Piss and Lees of Oyl an equal Quantity, and let it boil on the Fire, when Cold besprinkle the Herbs and Plants with this, and it Kills them.

Some take Field Crabs a Gallon, and steep them bruiz'd in water, and Sprinkle the Trees with this Water, and its Kills them.

The Greeks take Ox-Piss and Lees of Oyl, and a little Dill among it, and it being sprinkled Kills them,

Another.

Burn Brimstone among the Trees, &c: and it Kills them.

Another.

Our Gardners shake them off the Plants in a Morning betimes for whilst they are touched with the Cold of the night, they easily drop down.

Another.

Get the Paunch of a Weather new Killed with all the Excrements in it, and bury this a little under Ground, but not Deep, and the Caterpillars and Betles will come all about it in a few Days.

Some tye wisps of Straw or Hay about the trees and the Caterpillars are taken in these,

Caterpillars of many sorts, the Wolf the Black fly, the Callender-Worm, &c.

The most hurtful is the Wolf and Calendar-worm that Lurk in the Heart of Flower Buds, Shutting them up that they cannot Open, which they consume, that the Treesthat blow early look as if Cinged by Lightning, those that blow late, are not so subject to this Evil. But for this disease that has been accounted hitherto Incurable and all other Enemies.

Take three Ounces of Wormwood, one Ounce of Asa-fœtida, Steep, and Break them, and boil them with 4 Pails of Water in the Air, because they are Stinking Smells and when well boiled strain out the Ingredients through a Linnen cloth, and use it when cold at Pleasure before the bud be

be opened and they will do no harm to the Trees you may also Add other ingredients, as, Tobacco Stocks, wild Vines, Colloquintida, or the like and expect very good Issue. Dutch Gardener.

How to kill Vine-fretters, in Gardens &c.

Stick a Rod half a foot high in the ground with a Mug, or Cup turn'd over the top of it, and you will find that they will creep under there for shelter and you may easily Kill them. 169.

An universal Remedy against all Animals offensive to Flowers.

Democrites says, take 8 or 9 Crabs in an Earthen Pot with Water, and let them stand 8 Days in the open Air, then take of this Water, and Water your Plants in their Infancy repeat the same once in 8 Days, and you will find it effectual against all sorts of Vermin. 169,

How to kill Frogs

These Vermin are produced by moist and warm Lanes and they are best destroy'd in February in the Ditches where they spawn, by destroying both Frogs and Spawn.

How to gather Frogs together and kill them.

Take a Sheep, Ox or Goats Gaul and bruise it by the Water-side and the Frogs will gather to it.

How to prevent Frogs Croaking

Set a Lantern and Candle upon the side of the Water or River that Waters your Garden, it's done.

How to destroy Snakes and Adders.

These Vermin are bred in Dunghill, Woods, Gardens, Fields and other sorts of Ground, and are Dangerous if they bite any Person. To Destroy which observe as followeth.

How to drive Snakes and Adder from the Gardens.

Wormwood Planted in divers Places, they will not come near it.

Another.

Smoak the Places with Harts-Horn, or Lilly Roots burning in a Fire-Pan, and they will fly from the Place.

Another.

The Roots of Century laid about your Ground will make them depart: Or, lay Deer Suet about the Place, and they'll be gone.

Another

Another.

Burn old Shoes or other Stinking Stuff will drive them away: Or, Ash Tree Boughs while Green Leaves are on them, and lay them about your Ground drives them away.

How to Handle Snakes and Adders.

When the Stings are out you may handle them safely. *Agrippa* says that if you wash your Hands with the Juice of Redishes and you may handle them without Danger.

For a Bite or Sting, of Snake or Adder.

Take the juice of Ash-Tree Leaves Squeezed into good White-Wine or Beer, and drink it, and Wash with it, then cover the Place Stung with Ash-Tree Leaves, and it cures you, says *Agrippa*.

How to kill a Snake.

Strike them with a large Redish and one Stroke Kills them.

Snakes, Adders, and Blue-worms, &c.

In *April* or *May*, lay fresh dung in Places where they come, and they'll resort to it. In *July* or *August* turn up the Dunghill, and you will both find their Eggs and many of them, which, Destroy.

they ; do this two 2 or 3 times in a Summer.

How to gather Snakes and Adders to one Place.

Pliny says take a handful of Onyons and 10 River Crab Fish beat them well together and lay in the Place where they are, and they will all come together.

Pismires, Flies, Earwigs, and Spiders that hurt Orange Trees.

Pismires Nests are known to most Gardners, being made in the Fall, with Eggs like to the Silk worm which you must take care to free them from.

Earwigs will eat their Leaves and Flowers, and are more Troublesome then Pismires ; to take them take Paper Caps, Hoofs, Lobsters Claws, &c. and place in the Middle of each Tree, and in the Morning early, take them out and Kill them : Besides these Remedies, have Vessels of Earth, Wood, Lead or Copper of a square shape, of which are two sorts one to put round about each Stem, and the other to put round about the four Legs of the Box, those that are fit for the Stem, consist of 2 Pieces which when they about it are Glew'd or Sawder'd close that they hold Water, the other of one Peice wherein the Box Feet are placed, and filled with Water, these prevent the Pismires, and Earwigs and other Vermin that hurt your Orange Trees, &c. by reason they will not go into the Water. D. G.

Pismires

Pismires, Earwigs and other Vermin that hurt Gardens.

In Gardens are *July* Flowers which are subject to harm, Both by Rain and the Sun, and much Watering, and from Earwigs and Pismires, the Rain Spots them; the Sun Withers them by drying the Ground too much; Strong Water Spoils them, especially at the last of their blowing; Pismires Gnaw the Flowers and make Holes in the Leaves; Earwigs Devour the Flower at least the Leaves that they fall out of the Shell to preserve them, let the Sun be upon them but one Hour in the day, and they will last long.

How to prevent Earwigs and Pismires from Flowers.

Take Glew boyld in Linseed Oyl and round your Tub lay this 4-Inches broad, and if they go to Climb up they will stick in it, and if any should get up, lay on the Top of *July* Flower-Sticks, Paper Caps, Lobsters Claws, Sheep or Calf Hoofs, with some Wool or Tow in them, and in a Morning you will find much Vermin in them.

Pismires or Vermin about Orange Trees and July Flowers.

Put here and there a Glass with Water and Honey in it, wherein they drown themselves; 6 or 7 will go a great way. D. Gard. When

When July Flowers are in Flower give Moderate Watering, no more than the Shorts require, for the Plant does not want Watering since the Shorts only want to grow, but when the first Flower is gone, you may give them more Water again, and place them in the Sun, in their old place, that the Seeds may grow Ripe. D. G.

How to kill Pismires and Snails.

If you Dung Man's Dung &c. on Ant Hills they will all depart.

Another.

Some says burning them, and leaving them on the Place drives the other a great way from the Place.

Another.

A Smoke of the Root of Wild Cucumbers drives them away.

Another

Musckle shells burnt with Storax and beat to Powder Strow the Garden where they are, and they will all come out of their Holes and kill them. Approv'd.

Another

Another

Take an Earthen Dish full of Pismires, and the Earth where they are, then make a Fire, and lay the Earthen Dish on the fire, and they'll depart far from that Place. Approv'd.

Another.

Take Origanum powder it and Strew it among them and it Kills them: Or, Cirenicum melt in Oyl, and pour it where they are, Kills them. Approv'd.

Another.

Incompass the Stem 5 Fingers breadth, with a Rowl of Wool newly Pluckt from a Sheeps Belly.

Another.

Annoint the Bottom of the Tree round with Tar, will prevent their Climbing: Or, place Man's Dung round the Stem, or Root of the Tree. Approv'd.

Another.

Make a Box of Cards or Past-board prick'd full of Holes with a Bodkin, and put in them Powder of Aisneck and Honey mingled together, hang these Boxes on the Trees, and it will Kill them: make not the Holes too large lest Bees get in and be Poisoned also.

Another

Another.

Hang a Glasse Bottle in the Tree with a little Honey in it, or other Sweet Liquor, and it will draw the Ants into it, which stop and Wash, and place it then again; Also often Watering the Walks or Allys Kills them.

Another.

In Winter Dig the Hills and and take out the Core, that it may be lower then the Surface of the Earth that when you lay your Turf down it may lie lower than the other Ground, it prevents Ant returning and the Rain and Frost coming, Kills the rest.

How to Preserve Plants from Pismires.

Take the Dregs of Oyl, and mix with Ground Lupins, and annoint the bottom of the Plants therewith.

How to keep your Sugar Box or Spice from Pismires.

Cover your Box with White Wooll, or annoint with Rubica. Approv'd.

How to drive away Pismires.

Take Brimstone and Powder it, then let it stand

stand till it hath Colour'd the Water, and sprinkle the Water on the Banks.

How to kill Earth and Field Mice, Snails and other Vermin that hurt Tulips.

To Preserve Tulips from Vermin, cover them with Wooden Frames 4 Inches high, and do them over so close with Iron Wyers that none of these Vermin can get through to hurt them.
D. G.

How to destroy Snails:

Snails are great Enemies to Wall Fruit, and in a Dewy Morning you may easily find where they most delight to Breed, but the best way is to find out their Haunts in a Hard Winter, and to rid your selves of them: They lye much in Holes of Walls, under Thorns, behind old Trees, or other Old and Close Hedges.

Also observe not to Pluck that Fruit they have begun with but let it alone, for they will end that before they begin another.

Another.

Set Tyles, Bricks, or Boards Hollow against the Wall, Pales, &c. and they will creep under them for shelter; about Michaelmas they get to such places, for security the whole Winter, except you prevent it by destroying them in December, which is the the easiest, best and surest way to destroy them. How

How to kill Snails : The Gardeners way.

Beside what is Wrote above, they seek them by break of day, or after Rain, then they come out of the earth to feed, and are easily killed: you ought to keep out of all Gardens Dogs and Cats.

How to Kill Flyes:

Take White Helibore, and Steep it in Milk or Sweet Wine and Sprinkle the Room they come to and they'll dye. Approv'd.

Another.

Take Origanum and Allom, and beat them, and mix them with Milk, and sprinkle them about the Room, Kills them.

How to gather Flyes together.

Beat Coriander Seed, and put in an Earthen deep Pot, and the Flyes will gather to it.

Another.

Treacle Water put into an Earthen Dish pretty thick with Treacle or Honey, they'll light in it and be drowned: Or, Dregs of Sugar and Water mix'd, they will come to it and be drown'd. Approv'd.

How

How that Flies may not trouble Cattle.

Boyl Bay Berry's in Oyl, and annoint them with it, and they'll never sit on Cattle: Or, Wet the Hair of Horses with the Juice of the Leaves of Gourds at Midsummer and they will not Molest them.

How to drive out. Flies, Spyders, Scorpions, &c.

Burn a Hoops Feathers in the Room, and make a Smoak, and these Insects that Smell the Smell will be gone, and come no more. A Hoop is a Bird about the BP. of Durham Common.

A general Way to drive all Flies, and all other Insects.

All Insects are driven away generally by 5 means either hindering the breeding of them, and so they destroy Locusts Eggs: Or, we hinder their coming by shutting all Windows close, some things drive them away and Kill them: Namely, Fire and Cold, Also, any sharp Savour, or extreme Bitter; as, Vinegar, or Decoction of Bays, Wild Cucumbers, White Hellibore, Colloquintida, or Lupins will do it, some things does it by the Scent, as Brimstone, Vitriole Flowers, and Leaves of Elder, both Corianders, Horns

Horns and Hoofs, somethings offend them many ways, as Rue and Verdigrease, the Ancients used 2 things against them, Pitch, and Lees of Oyl. Pitch defend from the Air, and Oyl from living Creatures, Storax I observe by its Scent or Smoke, will drive away almost all Insects.
Cardan.

Fish to Catch . How to take a Pike.

Take what quantity of blown Bladders you please, and to the Mouth of them tie a Line longer or shorter as the Water is in depth, bait your Hooks Artificially, and put them in the Water, and as the Wind blows them gently the Pike will strike himself, and make Pleasant Diversion, by Flouncing about, when spent take him out, the same may be done by tying your line at the Leg of Ducks and Geese.

How to take a Pike as he lies Sleeping and Suning in fair Weather, with a Loop or Net.

March and August, is the best time: Take a long Pole or Rod that is light and strait, on the small end fasten a running Loop of twisted Horse-Hair, and Silk or male of Wyre of a large Compass, which gently draw on him, and when it is 5 or 6 Inches over his Gills hoist him up, if it is a small Pike draw it not so far on make no noise in Walking or Speaking, if he lies so that you cannot conveniently Noose him touch his Tail with

with the Rod and he'll turn as you Please; also with a hand Net, putting it gently under Water, guide it just under him, and lift it softly till you just touch him, and then do it as quick as you can.

How to catch Fish:

Take Occulus India, and some Wheat Flower and with sweet Wine, Milk or Mead, make a stiff Paste then make Pellets and throw where Fish are, and you may take them with your Hands.

How to take Stock Fish.

Take Green moss from Rocks boyl it in Oyl and make it into Baits.

How to catch Fish with your Hand.

Take Nettles and Cinque-foin, and Stamp together with House Leeks Juice take in your Hand, and Stir in the Water, and Fish will come to you. C. A.

Or, take Occulus India, soft Cheese, Honey, and Crumbs of White Bread, make it into Paste, and throw it into the Water.

Another.

Take Sheep Suet and Garlick, and mix it with Wheat

Wheat or Barley-Flower, and with Wine make it into a Paste, throw it into the Water, and you may take Fish with your Hands C. A.

Another.

Take unslack'd Lime, and mix with Birthwort beat small and cast into the Water; the Fish will greedily eat it, and turn upon their Backs, but they are ne'er the worse for eating. C. A.

How to take Crab Fish.

Take a Twig of Willow or Hazle as thick as your Finger, slit one end, and put in slit, peices of Frogs, and place your Stick where they come, and they'll presently come out of their Holes to your hand, that you may take them. Approv'd.

How to take Birds of all sorts.

Take Seed of all sorts that the Fowls, loves and lay it to soake in the Lees or Mother of Wine, Strew it where they come, and it will make them drunk to take them with your Hands. A. M.

Another.

Some take White Helibore Root beat small, and mix it with such Seed as Birds love, and
for

lay it for them and they are not the Worfe for to eat. D,

Another.

Take White Orpiment and Barley, Wheat or any other Grain that Birds love boyl them together, and throw where the Birds come, you may take them present ly, and not the worfe to eat. Approv'd.

How to keep Birds from Fruit.

Hang a bundle of Garlick on the branches of a Tree, or lay it on your Corn Stalks, end they will not touch your fruit : Or, some smear their Tree Branches with Juice of Garlick.

How to catch Birds.

Take such Seeds as the Fowls love, and mix it with Onion grated, or Juice of Onion, and it makes them Drunk : Or, some take Brandy and soak Grain in it such as Birdseat, and it makes them Drunk, and Brandy and Wheat meal made into a Paste take Fish.

How to take a Partridge.

Take sweet Wine, and with Wheat Flower make a Paste, and lay in Pelleta where they come,

come, and they'll be speedily Drunk, to take them with your Hand, but if you put a little Occulus India to it powder'd, its better.

How to take Wild Geese, or Ducks.

Tye a tame Duck or Goose, with a String by the Leg, where Wild Geese or Ducks come, and Strew in that Place such Seed or Grain Soak'd in Lees of Wine where also White Helibore is Boyled, and you may take 40 at a time, it will quickly make them Drunk, let not the tyed Goose or Duck come to the Seed. B.

How to catch Birds.

Take any Corn and Steep it in Wine Lees and Juice of Hemlock, and cast it to the Birds, and it makes them Drunk presently.

How to teach Birds to speak or Whistle Tunes

Keep them in dark Places and Play any Tune to them for Half a Year, or till the Time that Young Birds taken out of the Nest begin to Sing, and they will learn if Cocks any Tune you please and exceed a Flagellet, especially a Linnet, Bull-Finch, Robin or Gold-Finch, &c. and to teach Jays, Magpyes, Starlings, Parrots, &c. keep them dark and Hungry, and talk often the same thing to them, by Candle light, or in the Night time: Persius says, that Hunger is the greatest means to bring them to it.

How

How to cure Birds that are Lowry:

Annoint them with Linseed Oyl cures them.

*How to take Wild Ducks, Geese, Herons,
Sea Gulls, &c:*

Drive a Stake into the Ground 2 or 3 foot long just by the Water side, then take a strong Horse hair with a large Hook fastned to it, and bait it with Fish or Frog, or Guts, &c. and let your Line or Lines lye in the River and they will swallow it; and so hang that you may take them, some lay in the same manner Snares made of Horse hair, and often catch them by the Feet as they Swim about.

*How to take Rooks, Jackdaws, Pidgeons,
&c. that pull up and spoil the Corn.*

Take thick brown Paper, and divide a Sheet into 8 Parts, and make them up like Sugar-Loaves, then Lime the inside of the Paper with Bird-lime; let them be-limed Four or Five days before you set them, then put some Corn in them, under the Clods of Dirt on the Land, early in the Morning before they come to feed, then stand at a distance and you'll see most excellent Sport; for as soon as a Pidgeon, Rook, Crow, &c. come to Peck out any of the Corn, it will be about his head, and then he will Fly Bolt upright very high, and when he is spent, come tumbling down as if he had been Shot in the Air, and you may take them in Plowing time when the Crows and Rooks follow the Plow, but you must then put in Maggots and Worms of the largest size.

The manner of Batt Fowling.

Observe where that Bird Roosts in great numbers, as they generally do in Shrubs, Hedges or Trees then go in a dark Night and have a Wicker with a handle to hold on high, in which Place peices of Links or great Candles, to make a great light, some have a Pan to make a Fire and carry it at their Back but then one must put Fire on as fast as it burns out, then let one go with a Pole, and beat on the contrary side, and two or three be with you, carrying long Boughs; and when they are unroosted with beating they will come Flying about the light, so that they with the Boughs may easily strike them down, if among Shrubs. as in a Wood, let one on each side beat at a pretty distance : this must be done in a pure still Night.

Kites, Hawks, Glead, &c.

These Birds of Prey are very Injurious to Country-men Destroying Chickens, Pidgeons, Pheasants and all sorts of Fowl, to destroy which a good Gun ought to be used.

How to catch Kites, &c.

Place Iron Gins about the breadth of ones hand made like a Fox Gin, and baited with Raw Flesh, Chicken, Mice, &c. is a good way to take them.

Another.

Also to Strain Lines or Nets over the Place (a Man's height) that you keep your Chickens or Fowl frightens them away, *Worlidge.*

Crows, Ravens and M. pyes.

These are great destroyers of Corn both in seed time

time, and also pull it up by the Root when Young. and devouring It also in Harvest time. a good Fowling Peice ought to be kept, and it were well if we had a Law to Incourage the destroyers of their Nests and young.

How to take Birds in a Net.



Let your Net be made of the best Peck-theard well

well twisted and dried, and for great Fowl, let your Meshes be at least two Inches from Point, to Point, the larger the better, provided the Fowl cannot creep thro': Let the Net be about 2 Fathom deep, and 6 in length, is the best, verge it on each side, and at either end; extend it with long Poles that the lower end of the Poles may be fastened with a piece of a Line or 2 Stakes fast driven into the Ground: And observe to do this at the places where Birds feed and haunt in the Morning, and you may expect sport.

How to Scare Crows, Ravens, Jackdaws, &c.

Dig a hole in some obvious place in your Ground where they come, let it be about a Foot deep and 2 Foot over and stick the long black Feathers of a Crow, or other foul round the edges thereof, and some at the Bottom: Make several of these Holes if the Ground be large, and these Holes thus Dressed frights them away. Blith's Husbandry.

Crows dead and hung up much affrighten them; but among Cherry Trees, and other Fruit Trees, draw a line from Tree to Tree, and here and there fasten a black Feather, and this will do. Approv'd.

How to fright Pidgeons.

Pidgeons are not so Profitable as some Imagine being great destroyers of all sorts of Corn and Grain.

Grain : To get rid of them often Shoot Powder at them, and in your Corn Ground hang Feathers in Lines fastening here and there a Feather, and that frights them away : Read more of this in our way to take Rooks &c.

How to make Bird-lime.

About Midsummer, or when the Sap is full, Bark well grown Holly, and having stript off a considerable Quantity, put it into a Kettle, and boil it in fair Water till the White and Grey Bark part and rise from the Green; then take the Green and lay it on a Heap, on Tyled or Stone Floors, in a moist Place either in a low Vault, or Celler, cover it with Weeds and let it Putrify, which at Ten or Twelve Days end it will do, turning into a Slimy matter, it will be convenient in this case to lay a Layer of Fern between every Layer of the Bark, and when this is done, beat it in a Mortar, till nothing but Slime Remain, so that it may be Wrought like Wax, no part of the Bark being to be discovered. Then in a running Stream Wash it that no Husk remain, after this Knead it in a Glazed Vessel, cover it so close that the Air cannot come at it, and there it will Purge, and fume up its Scurf, which done, in 5 or 6 Days Scum it off, and do so till no more arise, then shift it into another Clean Vessel and keep it for your use. When you use it, Put a third Part of Hogs-grease, Goose-grease or any thin Grease into it, and stir it over a gentle Fire, in an earthen Vessel, till well Incorporated, then take it off, and continue

stirring till it become Cold, this done, take your Rod or what you intend to annoint with it, Warm them at the Fire, and Wipe them over with it twice or thrice, so that it may lye of an equal evenness and not in Clots, often warming the Rod to make it spread, and be the less to be perceiv'd by the Fowl you intend to entangle; If you lime Straws, you may do them the same way, put many together, turning and opening them before the Fire till they are well smear'd, that they may hold and Entangle them well: In cold frosty Weather mix it with Oyl of Petrolum, or Spike, to prevent Freezing and to keep it clammy. To make it useful in the Water, put to it in the Working with Grease, sharp Vinegar about half a Quarter to a Pound a Spoonful or two of Train Oyl, and a little Venice Turpentine, and Boyl them gently over a Fire with continual stirring as before.

How to take Jays and other Birds in a Trap



Take

Take a Pole 6 Inches About, and 7 Foot Long, set it fast in the Ground; Then in the Pole make 2 Holes, one above the other, in the lowest Hole fix a Spring Wand, and bow it to the Hole that is above and through this Hole put a String, tying it fast to the end of the Wand where is a Knot to keep it that it slip not off, put a blunt piece of Wood on the fore side of the Hole 7 Inches long or more, loosely set in by the Knot to stay the String, which Pin must be in the middle Cleft, and in the Cleft put an Ear of Wheat or a Cherry to bait it, then on the afore-said Pin spread the String as the Figure shews you, make Sharp the top of the Stick, that no Fowl may light upon it, and when they light on the Pin it drops out, and the string catches them by the Legs, you may make these Traps on the Boughs of Trees, and set as many as you please.

2d. Edit. Sistema Agricultura. 213.

Of the Bull Finch.

Bull-Finches are very Pernicious Birds, and in February are busy in Gardens, among Plum-Trees Curran Trees, &c. in the Spring, and will destroy a whole Town; To remedy which, some Shoot them, no Scare-Crow will fright them, therefore the best way to take them is to Lime the Twigs.

Gold-Finches are as bad for Goosbery-Buds and must be taken the same way as the Bull-Finches are.

The Chay Finch, Green-Finch and Tit moute are Pernicious to some Fruit, but not so bad as the other, Lime-Twigs takes them.

Sparrows are great eaters of Corn, use Lime-Twigs for them, and you may sometimes take abundance as also Chay Finches, &c. with Day Nets, described here already.

*How to take a Moor-Hen, Hern, Coot,
Cormorant, Sea Pie or Osprey.*

They wade near shallow Banks, take a Hair Line or a Wyer strong enough, with a Hook at the end upon which put a Minow, a peice of an Eel or a Frog, or a Roach or Gudg-on, lay it half a Foot deep in the Water, then stake down a Stake into the Ground to which tye the end of your Line, and she'll quickly swallow it and be taken. Sometimes it takes a Crow or Kite; to take Sea Pies, Lime a Stick, and put a Fish at the end of it, and lay it on some Water-leaf Rush, or the like, and they'll Fly away with it and lime themselves.

*How to take Sea Pies, Crows, and other
Birds.*

To take Sea Pies, take a Minow tye a Thread to its tail, and 2 small Sticks of Ozier a cross at the end of the Thread, then lime your twigs with Bird-Lime and lay them on the River on some Rush Water-leaf Grass or the like, then when she sees it she catches it up and the Lime-Twigs takes her Wings and she falls presently: This way you may take Crows and other Birds.

How

How to take a Partridge with a Tunnel Net.

First find a Covey, then take a Compass and pitch the Net at some distance convenient, then with a Natural or Artificial Stalking horse drive them gently toward the Net by Winding and Turning, and not in a direct Line, if they make a stand it may be they are affrighted, and are a taking Wing therefore make a stand or small retreat, and when you find them quiet and feeding, draw nearer, and if any one is strayed from the rest, fetch him in by a circumference round him; let the Wings of the funnel incline to a half Circle.

How take a Kings-Fisher.

Mark where he haunts and lime some of the
 C 5 Twigs

Twigs and he'll come and settle there in a small time, or as soon as he has caught a Fish, and the Lime Twigs will take him.

How to take all sorts of Water Fowl with Snares and Springs.

Find out their Haunts and usual feedings, well observe the Water Tracks and Furrows where they go, especially where many Furrows meet, and where there is Worms and such things as they like to feed on, and when you find their meeting Furrows come as it were into one narrow Stream or Passage, and then divide into other Branches and parts, deepest always in the Middle, these are sure signs of good Game, especially near Rivers or Fens, and in the Middle of these where most Puddles are, place your Instruments, stopping all other walks with Bushes, Sedges, Flags or any thing that will make little Fences about a handful, above the Water, and then the Birds (if not frightened) will keep a direct Road and not pass over them.

Then take a long Stiff young Plant, taper to the end not apt to break, but pliable to bend, of Hazle, Holly or Yew; sharpen it at the great end, and fasten a swivel Loop on the Top, then pitch it in the place you design for Game, and proceed to make a Line of Horse-Hair in strength sufficient for a Heron or Bittern requires one of near 100 Horse-hairs, and above 2 foot long; and one of 8 to 10 Hairs, and 1 foot long will serve for a Snipe, Plover, Woodcock, &c. the

main

main Plant or Sweeper must also be proportionable to the strength of the Fowl, fasten this to the Loop on the top of your Plant, and let it be a little more than half the length of it with a running Noose then bend a Hazle Loop wise in an Oval or Egg fashion but lesser at one end, let the bending be smaller or greater according to the proportion of the Fowl this is called a Bridge because, it answers the same as a bridge does in a Mouse-Trap) hard by the Switch or loop, fasten within an Inch and a half of the bent Plant a little Twitcher broad and thin as is usual to a Mouse-Trap, then lay your Loop of Hazle cross the Trigger and hang the bow end of it as a Peg or Hook driven into the Ground, on one side the Track, and the Stalk or other end of it you must put underneath the bent of the first mentioned Bow stick, and near to the end of the Stalk, cut a Nick, then fix the long hazle Plant, viz. The great end strongly in the earth, that it may not give way to the side of the Bank where the track is, and bring the smaller strongly bowed till the Trigger by putting one end of it under the bent of the first mentioned Stick, and the other end in the Stalk of one end of the Bridge may be fastened, and keep the Plant strongly bent down.

This done lay a loop or Horse hair on the Bridge conveniently wide but so that it may not be discern'd and then the Fowl coming, and treading in the middle of it. on the Bridge it will slip away and the feet of the Fowl will be caught in the Loop by the sudden and smart rising of the Hazle Plant, and thus according to the strength

Strength of the Plant, you may take the largest Fowl England affords.



Snares are made and laid in manner following :
 Take Sticks of a pretty height, about two foot, stick them fast in the Ground a little flaunting on the sides of Furrows, fasten to them a Horse-hair line in Moon-shiny Nights where the Corn begins to spring, especially those near the Banks or Hedges and make a running Noose in the Line, hanging about 3 Inches from the Ground, set several about 10 foot distance one from another, and when the Woodcocks come at such places as are their usual haunts, the Loop being wide enough, the foremost will Run his Head through, and finding himself entangled by the closing of the Noose he will neither cry out nor struggle, but stand still till you take them but you need not do it presently, for those that follow (through their foolish nature) will be so inconsiderate that going aside will turn again into the Burrow, and so you may take as many in half an hour.

hour as you set Snares, of they that haunt the Place, these servè for Snipes near Springs .where they haunt but they must be higher, and take them as they are a lighting, that when they are fastened they cannot reach the Ground, as also if you are not speedily at hand, they will flutter and get loose.

How to make a Pheasant Cloth.



Take an Ell square of course Canvas, colour it in a Tan-pit, which done, hem each corner of it, then Sew on a piece of Leather about three Inches square then put 2 Sticks cross-wise to keep it out, as A & C D, and let there be a hole in the Cloth to look out of, as E, and being provided with a small Gun, when near enough, hold this Cloth at Arms end, and out of the hole put the nistle which serves as a rest and so shoot, and you seldom

seldom miss your aim for by this the Pheasant will let you come very near and the Cocks will be so bold as to fly at it.

A Horse Noose to take Birds by the Neck or Leg.



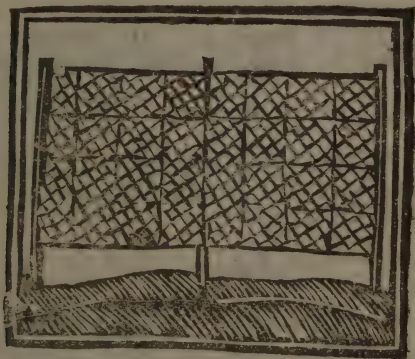
The fittest Place is among Bushes and small Coppices: make several hedge rows about half a foot high by staking Brambles, Furze-Bushes Thorns, &c. in crooked or direct lines, and of what length and number you please, and at several distances leave little open spaces large enough for Birds to pass through.

Fix a short Stick in each of them as thick as ones Finger, and thereunto tye a Noose of Horse-hair neatly twisted with a Slip Knot, the Fowl passing thro' hangs himself by the Neck, but to take Woodcock, lay the Springs flat on the ground.

ground, and this way you may take Partridges,
and a cross Plow'd Furrows in the Bottom.

Short Nets to take Pheasants alive.

First find out their haunts, then strew a little
Oats, Barly or Wheat for a train, and in some
likely Place lay 4 or 5 handful, to which they
will come being drawn by the train, then plant
your Pocket Net, otherwise called Pocket
Hedges, which I thus describe :



They are about 16 Inches deep and a yard long.
Also in other pathes you may place 2 or 3 of
your Horse-hair Snares in convenient Places
thwart their Paths, to catch them by the Legs,
and before you narrowly watch for the first that
retaken will struggle very much to get off, and
make a great cry which may frighten away the
rest

rest that are near, so that nimbleness is requisite besides being taken by the string, they hazard the breaking the Lines and their Legs.

How to prevent Moths.

Take Lees of Oyl and boyl them well, then annoint the Bottom, Corners and Feet of Chests, and the Moths will not come at them.

Another.

Take beaten Pepper and lay among your Cloaths and Air them some time, prevents them.

Another.

Take the Branches of a Bay Tree and lay among Cloths, or Woolings, will preserve from Moths, Worms, or Corruption.

Another.

Lay Wormwood among Cloaths prevents the Moths from eating them.

How to kill Earwigs, Wasps, Gnats, Hornets and Flies.

Earwigs are very numerous and Injurious to Fruit and the way to destroy them by placing Hooks, Horns Crabs or Lobsters Claws upon Branches of Trees into which they resort, and
early

early in the Morning take them gently off and quick, and shake them into a Tub of Water or read on them.

How to destroy Wasps and Hornets.

Wasps and Hornets are destructive to Bees and Fruits, &c. In Spring or Summer before they are increased destroy the old ones, for a few increases to a Multitude.

Another.

Smoak them with any stinking combustible Matter in a Hollow Tree; and if in a Barn or Thatch scald them.

How to prevent Wasps and Hornets damaging Bees and Fruit.

In a short neck'd Vial put Cyder or Ve, juice or sour Drink, and you may catch many in it. Also lay sweet Apples, Beasts inner Parts, or other Flesh, or Treacle in an earthen Dish, with a little Water mixed with it, or any thing they love, and they'll flock about it that you may Kill many at once.

How to destroy Gnats and Flies.

They are troublesome to those that live near watry Places, and also destroy Leaves of Trees and several things, as they come up first up, especially Turnips and sometimes they destroy whole Fields.

Another.

Shut your Windows close in Summer toward Evening and smoak your Room with Brimstone or burn Straw in them, and they'll fly into the Flame or be choak'd.

How to draw them together.

Ash Leaves hung up in a Room Attracts them that they are less Troublesome; Also, Balls made of new Horse Dung and laid in a Room will do the same, and by this means you may overwhelm them with a Bason and keep them there.

How to destroy Worms.

Worms eat up the Roots both of Corn and Grass and are very prejudicial especially at the Corns beginning first to shoot.

Another.

Sea Water sprinkled on the Ground, Kills them: Or, Salt & Water made into a Brine and sprinkled on the Ground.

Some say, Soot strew'd on the Ground Kils 'em. Others commend Chalk and Lime strew'd on the Ground.

How

How to destroy Worms in Gardens, &c.

Water your Beds with the Brine of Salt Meat, and it Kills them: Or, Water your Garden with strong Lixinium made of Ashes: Or, lay Ashes or Lime about any plant, and neither Snails nor Worms will come near it. As the Moisture weakens you may renew it.

Another.

After Rain or after Sun set gather them when they come out of their dens, and cut them in the middle or Kill them.

How to destroy Worms in Apple-Trees.

Lay a Sea Onyon about the Trees preserves them from the Worm, if they come naturally, Bulls Gall or Hogs Dung mingled with Man's Urine, and poured to the Roots destroys them, but if they are hard to destroy, the Bark must be digged into with a brass Pin, or such like Tool, and rended till the Point rakes upon the Worms and drive them from the Place, but where there is a Place ulcerated, stop it with Ox dung. An Apple Tree plant the Root being annointed with Bulls Gall, they and their Fruit will be free from Worms. *Mivaldus.*

How

How to prevent Worms eating of Chests : Draws, or wood.

Rub them with Linseed Oyl: Or, Rub them with Wormwood, Rue, or other bitter Herbs preserves them, and all Wooden House hold Stuff that is rub'd with the Lees of Linseed Oyl and polished will look pleasant.

How to take Polecats

If you can conveniently have a Channel about your Pidgeon house, and that will preserve them and all other Fowl for no Beast of Prey will take the Water.

Another

Some make a Dead fall to take them which is made of a square peice of Wood weighing 40 or 50 Pound they bore a hole in the middle of the upper side and set a crooked Hook fast in it, also they set 4 forked Stakes fast in the Ground, and there lay 2 Sticks across, on which Sticks lay a long Staff to hold the Dead-fall up by the crook and under this Crook they put a short stick, and fasten a line to it and this Line must reach down to the Bridge below and this Bridge you must make about 5 or 6 Inches broad. Then set on both sides of this fall Boards or Pales, or hedge it with close Rods, and make it 10 or 12 Inches high: let the passage be no wider than the Fall is broad.

Badgers

Badgers:

Badgers are pernicious Creatures, and destroy young Lambs, Pigs, and Poultry.

Some take them in a steel Trap or a Spring as oxes are taken.

Some make a Pit fall about 5 Foot deep, and long making it narrow at the top and Bottom, and wider in the Middle, then cover it with some small Sticks and leaves, so that he may fall in when he comes on it; sometimes a Fox is thus taken.

Others hunt the Badger to his hole in a Moonlight Night and dig him out.

How to destroy Foxes.

Foxes are great destroyers of Lambs, Poultry, Geese, &c. to destroy which: Take a Sheeps Paunch and tie it to a long stick then rub your Shoes well upon it that he may not scent your sweaty Feet, draw this Paunch after you as a Trail a Mile or more and bring it near some thick headed Tree, leave your Paunch and get into the Tree with a Gun, and as it begins to be dark you will see him come after the scent of the Trail, where you may shoot him, draw the Trail if you can to the Windward of the Tree.

How to take a Fox in a Steel Trap.

The best way, set your Trap in the plain part of a large Field, out of the way of all Paths, yet not

not near a Hedge or any shelter, then open the Trap and set on the Ground, and cut out just the form thereof in a Turf, and take out so much Earth as to make Room to lay it then cover it again very neatly with the Turf you cut out, and by reason the Joint of the Turf will not close Exactly, get some fine Mold of a New cast up Mole-hill, and put it close round the Turf sticking some Grass in it as if it grew there, make it curious and neat that it would even deceive your self, then—Ten or Twelve Yards from the Trap three several ways scatter some of the fine Mole-hill Mould very thin on a Place Fifteen or Sixteen Inches Square, then on these Places and where the Trap is plac'd, lay three or four small bits of Cheese, and then with a Sheep Paunch draw a Trail a Mile or Two long, to each of these three Places and from thence to the Trap, that the Fox may on one of these Places first, and then he'll approach the Trap more boldly, and thus you'll never fail on him, before let your Trap be lett loose, that he may draw it into some Hedge or Covert, or he'll bite of his Leg and begone.

How to make a Spring Trap for a Fox or Badger.

Bend down a Stick in the Wood, or place a Pole in the Ground (where his Path is to walk) much like that set for a Woodcock, which hangs

ings them up, to explain it better, tye a String
 some Pole set fast in the Ground, and unto
 is String make fast a small short Stick made
 in on the upper side with a Nick at the lower
 d of it: Then set another Stick fast in the
 round with a nick under it as appears in the
 figure, then bend down the Pole and let both the
 ck join together, as slight as may be, then
 open the Noose of the String and place it in
 s Path or Walk, and if you lay pieces of
 heefe, Flesh, or such like, it will draw him that
 ay.

The Figure.



*A Hook to take a Fox tied to a Tree or
Gibbet.*



This Hook is made of great Wire, and turn on a Swivel like the Collar of a Grey-hound. In this Trap they use for Foxes and Wolves, but more for the Fox they hang it from the Ground at that height that he must leap to catch it, they bait it with Flesh, Liver, Cheese, &c. and if you run Trail with a Sheeps Paunch as before directed it will draw them more easie to the Bait.

How to take an Otter.

Otters are great destroyers of Fish, and will Travel in a Night Ten or Twelve Mile they lie under the Roots of Trees near the Water, some take

ake them with Snares some with Spears, and
ome with Hunting Dogs.

How to Kill Otters.

Lay near his haunt an Eel slit on the Back
with some few Corns or Rats bane put into the
lit, then sew it up again, place the Eel from the
Navel upward out of the Water, and he'll eat it
o far, and seldom rather, and it Kills him.

Of the Situation of a Garden.

Gardens are seldom remote or by themselves,
ut near your Dwelling House. and the situation
f a Garden ought to be in free and open Air, to
he East and South but South-East is best, and
he North defended by Tall Trees, or by the
House, or indeed by both which is better than
Hills, for Hills to Trees are not so good because
they give too great a reflection of heat in Sum-
mer, and also hinder the cool serene Air that
often comes from thence, tall trees break the
Wind and fierce Air that in Spring and Winter
damage the most delicate Plants and Flowers,
and also affords pleasant and sweet Air, and
made in the hottest Weather, as for your Ground,
the quality ought to be enquir'd into, and it's
great a happiness to enjoy good Ground for it
will yield more than that which is mended at
great cost and charges, the quality of your
ground is to be regarded as whether it be soft
D or

or strong, light, dry, or moist, and how to choose proper Trees to plant it withal, and also what sort is proper to mend it. those that grow on dry warm Ground, are the best sorts of Fruit. those that grow on moist Ground produce large Fruit but not so pleasant, nor well tasted as the former, as you may observe in a wet and dry Year, all Land proper for Wheat, Barly, Rye, Beans, Pease, &c. are kind for Orchards, and the most Improper is extream hot and dry Sand and on the other hand Ground very wet and cold.

In Ground that is moist do not dig your hole too deep but heighten your Ground and be careful, before you plant Trees you may cut the Roots that shoot down, more especially the Principal Roots, or else you must put Brushes underneath that the Water shoot off, and the Root not strike too deep into the cold Earth. The upper Ground is always best, for that which is deep in the Ground has not felt the heat of the Sun, nor receiv'd the sweet moisture of Rain and Dew.

The occasion of the miscarriages and disappointments that are met with in planting Proceed First, from want of Knowledge of which is the best and properest sort of Plants for Fruits, and often using the worst. Secondly: For want of them being well ordered and managed after they are Planted: Thirdly, some Seasons have of late proved bad and spoil'd Fruit, tho' you have used your greatest care and Skill.

To Remedy these Inconveniences, endeavour to find out such Gardeners as will deal faithfully by you and such as have skill to know the d

erence of Fruit for there are several sorts of Fruits some call by one Name and some by another, and mistakes of this kind causes a quite different sorts to be sent for not proper for your purpose, so that the Fruit sent for, neither being proper for the soil nor exposure, never comes to Maturity; nay, tho' you have the best of Fruits, if the Soil and Exposure is not proper, they may grow, but will not come to that Perfection or Maturity, that such Fruits arrive at that are Sowed or Planted in a proper and agreeable Soil, therefore let your Gardener know the aspect of your Wall you design to plant against, and also the height of it and length, and what sort of Earth it inclines too whether Hot or Dry, Cold or Moist, that he may regulate and proportion the whole Plantation with Trees proper and necessary.

The well ordering or managing of Trees is to be greatly regarded, for if you plant against an old Wall where other Trees have died the Year before, and put them in holes just where the other were put before, it's great Odds but your expectation is frustrated: Or, if it be a new Wall, if the Earth it is set in be not good and proper, tho' you fill up your borders with good Earth, yet when the Root is past the good Earth it will return back again, and your Fruit small and of no taste nor goodness, therefore use a proper depth and width and with good Earth, and let them be carefully Planted & leaded at the proper time, and also carefully watered all the Summer and the Borders cleared from Weeds, and let nothing be sown by them, as Beans, Pease &c. nor yet of Flowers, for all these things suck
D 2 away

away the Nourishment from them, and be sure let all Fruits be well Pruned, and the Fruit carefully pick'd and looked after or you can never have your expectation.

As to the Season when you have used all your endeavour to Plant and Graft according to the Nature of the Ground, the Seasons either too much Rain or Cold, sometime the Fruit will prove small, sometimes watry, and of little or no value; nay, you would scarce beleive the same Trees could produce such different Fruits: Therefore, if when you have used the means and your expectation is frustrated, what must be the Issue of their labour that are careless, and perhaps plant Pears, Peaches, Apricocks, &c. do not regard the several aspects against the Wall which they require, as when they should plant against a South, they plant against a North or North-East Wall, &c. observe also that in Trees you are to plant against a Wall, you do not plant them for Dwarfs, for then they will not come to their due perfection. But great allowances must be made for the Fickleness of Seasons, the diversity of Soils and Climates, which are almost numberless, and to the nature of the Tree and Stock, and to the way that Trees grow to the greatest perfection, and these are things that require great Consideration, and a quick-sence to ballance the opinion of proper Judges.

It's a great thing to know the nature and genius of several Soils, their Infirmities, and their proper remedies, compost and applications to Renivigorate Exhausted Mold, sweeten the foul and tainted, reduce the sour, harsh, stuborn

and dry, and over moist and diluted Earth to its
 enuine temper and constitution, and what situ-
 tions and aspects are most proper for the several
 sorts of Dwarf, Standard and other Fruit Tree.
 The requisite qualifications of a good Gardener
 ; He should be a middle aged Man vigorous
 and active, a Man of experience, and a good ca-
 pacity, diligent, honest and good natur'd which
 are qualifications recomendary to the greatest
 persons : As to the exposure of Gardens, if they
 be of a strong Earth, which is cold, Exposed to
 the South is best but if light and hot, then the
 East is best, the Northern aspect in *England* is best
 for baking Fruits, the Eastern exposure is subject
 to the North-East Wind which withers the
 leaves and new Shoots, and Eastern Wall-Fruit
 have little Benefit of the Rain which generally
 comes from the West, and as the Eastern exposure
 is subject to North East Wind, so the Western
 suffers by North West Winds in Spring and the
 fruit in Autumn is after blown down by them,
 but all exposures have their advantages and
 disadvantages, and it requires great Skill to pre-
 vent the last.

*Directions for Husbandandry: Or, The
 Prices of Workman's labour computed ac-
 cording to Wages at 14 Pence a Day in
 Summer, and 12 Pence in Winter.*

Plowing and Harrowing in Stiff Ground, a
 Man may do an Acre, but if the Land be broke
 D 2 up

up already and is not miry, he may Plow an Acre and a half, you may Plow and Sow in stiff Clay an Acre and a half of Barly and Oats, and an Acre of Wheat and in light Lands double as much with a team of Horses, but your Ox team cannot do above 2 thirds of that quantity.

One Shilling an Acre is given for Harrowing, and Plowing Land is 5s. an Acre but Lands not Plowed before is worth 7s. 6d. an Acre: The charge of a team of Horses where Oats are 10s. or 10s. 6d. a Quarter, and Hay at 20, or 21s. a Load is reckoned at 49, or 50*l* per Annum.

Reaping and Mowing of Corn: A Man may with a binder reap of Wheat one Acre, and rather more in a Day of Rye, and of Pease *Etc.* 2 Acres, Sheaves of Oats or Barly 1 Man may bind as much as another Mows, and that from 2 to 3 or 4 in a day if it is thin.

Wheat reaping and binding by the Acre is 5s. Rye 4s. Oats mow'd 1s. an Acre, and to fit them for home 1s. more but Barly is 1s. 3d. an Acre.

Threshing in a Day: 4 Bushel of Wheat or Rye, 6 Bushels of Barly or Oats and 5 of Pease and Beans in a day. if it work.

Threshing Corn: Wheat is from 3d. to 4d. a Bushel, Rye from 2d to 3d Oats from 1d to 1s or 16d. a Quarter and Barly the same.

Digging: A Man may Dig rather more than a 4 f. Pole in a Day, of Garden Ground, a Pit deep, if it has been already Dug, 3 Pole or more he may Dig to put into Barrows, and 2 Pole to put into Carts, if good Digging Ground: Garden Ground Digging is 4d. a Pole, to Dig a Pit deep, and to fill it into Barrows 4d. a Pole, and into Carts 6d.

Hedging

Hedping and Ditching: One may Ditch and Quickset a Pole a day, where the Ditch is 2 foot deep and 3 foot wide, Hedge 5 foot high, bound well and laid thick 2 Pole a day, if lower 4.

To make a Hedge and lay the Quick 3d. a Pole, Hedge to make and ditch to cleanse 5d. a Pole, but to plash it well and cleanse the Ditch two Spit deep and to quickset it where it wants 1d. or 8d. a Pole.

A Hedge to lay and bind well and a new ditch to make 3 foot wide and 2 deep, 12d. a Pole.

A new Ditch to make 2 foot deep, and 3 broad is 1s. a Pole, but in very stony Ground 1s. 2d. and the Workman find Quick, and Plant it and with Buses make a new Hedge

Of making of Banks: They are measured by the Floor and Float which is a foot square and 18 deep which contains in good Mold, 12 Cart load a Man may fill into Barrows a Floor and a half a day, which will require 3 Men to carry away in Barrows and 1 to ram and trim the Earth.

Note: That of what breadth and depth you make your Ditch, the Bank will be near of the same height and breadth.

In the *Musshes* they dig a Ditch 10 foot wide at the Top and 6 at the bottom, and about 4 Foot deep, at 2s. a Pole, counting 21 foot to the Pole.

If you design to measure a ditch, take the length and for the breadth see how wide it is at bottom and at Top then halve it; suppose a Ditch 6 foot wide at the top and 4 at the Bottom which makes 10 foot, the half of which is 5, then multiply 5 by the length and you have the contents of the Ditch.

Graft

Grass to Mow: A Man may Mow in a Day an Acre and half if it stand even, and in Meadows about an Acre, and if it be upland Meadow and the Grass is thin, he may Mow 2 Acres a Day, to cut it and to make it Hay fit to carry in, is worth in Meadows 5s an Acre, and in upland from 3s, and 6d. to 4s. an Acre.

Of Farming the Profit and Charges.

It is commonly allowed a Farm to make 3 Rents, 1 for the Charges, 1 for the Landlord, and 1 for the Tennant to live on, but there are few Farms that will constantly afford that encrease, or be maintain'd for that charge, indeed if you take a Farm of 100l. *per Annum*, if the Land is worth 1l. an Acre, 100l. may defray the charge of it, but if the Land of a Farm at 100l. a Year is worth but 10s. an Acre, you must allow 120 or 130l. *per Annum*, for charges, and you must reckon 250 Acres of such Land to 100l. a Year or you will loose by it without it is very improvable Land.

But there is variety of Land, and Charges that attend some Lands more particularly than others which will require the Farmer's utmost care, diligence and good Husbandry, and would take up more room to Particularize than I have to do it in, and shall therefore refer you to Proportion things according to Mr. Tuffer's Directions which are as followeth.

- 1 One Part Cast forth for Rent due out of hand,
- 2 Another Part for Seed to Sow thy Land :
- 3 Another leave the Parson for his Tyth,
- 4 Another Part for Harvest Scicle & Syth, (Smith
- 5 One part for Plow wright Cartwright Knacker &
- 6 One part t'uphold thy Team that draw therewith
- 7 Another for Servants, & Workmens wages lay,
- 8 One Part likewise for to fill Belly day by day ;
- 9 One Part thy Wife for needful things do crave
- 10 Thy self and Children the last part would have.

Of Bulls, Cows, Calves, &c.

1. *How to know when your Cow is desirous of the Bull, and what is Necessary to be Observed before and after her Conception and Calving.*

SINCE there is no one Creature more Useful and Profitable to Mankind, than is the Cow, or *Kine*, as some call her; and that by her the Calf, Male and Female, is brought forth, and disposed of at the Discretion of the Owner: I shall begin my Book of Husbandry, with Necessary Rules to be Observed in her taking the Bull Conceiving, and Bringing forth, &c.

The best Time to permit your Cow to have the Company of the *Bull*, is at three Years old; or if it be something more, it matters not, but by no Means younger; for if so, it will not only hin-

der her Growth, but Infeeble her for the Future and cause her to produce weaklings, or unhealthy *Calves*; nor is your *Cow* after twelve Years fitting to be Covered, especiall if you intend your *Calf* for an *Ox* or *Cow*; for at that Age Nature being decayed, and much impaired in the *Cow*, her Product will prove Runts, or Unhealthy, Imperfect, and Unsound.

The best Time to turn your *Cow* to the *Bull*, is from the Tenth of *May*, to the Tenth of *June*; for then, besides her liveliness and good Estate of Body by feeding on Flowers and other enlivening Aliments, she will bring forth her *Calf* in a warm Season.

If you would know when your *Cow* is desirous of the *Bull's* Company take these three Observations as Infalible: First, By the swelling of her Claws, occasioned by the Heat created by Desire. Secondly Her continual Lowing, and Desire to make out of the Ground, by running to the Hedge and Bank, when she hears herself Answered, or sees any Cattel of the same Kind pass by, though at a great Distance. Thirdly, By her looking up towards the Sky, and snuffing up the Wind, as if she scented the *Bull*.

Either of the foresaid Symptoms observed, she being put into a fair and fresh Pasture, turn the *Bull* to her, and she will soon receive him; if you propose a Breed, then look to the Limbs and Proportion of your *Bull*, above all Colours Red is counted the best to rear a Stock, let him be sprightly and young, not exceeding five Years, his Body long, his Neck and Horns thick and short, his Front broad and curling, his Eyes lively

ively and black, with a bushy, long, and whisking Tail, and the rest of his Limbs proportionable, without Disproportion, or other Imperfection. If the *Bull* seem averse, and refuse to leap, either the *Cow* be not greatly desirous. you should smoke them with an Herb called *Heart's-Tail*; and it will provoke them to effect it, or by rubbing a Sponge over with Cow-itch, or Nettle seeds, and Cow's Sheath with it, holding it to the *Bull's* Nose: Sea Onions soufed, will Work the same Effect.

When you find she has Conceived, which she will utter twice or thrice being Leapt, then put her into a close Pasture, warm, and well Fenced; for if she Leaps, she will be apt to lose what she retains; or if her *Calf* be come to any Perfection, cast it untimely: You must so order it likewise that she do not race herself amongst Thorns, Briars, or the like; and let her drink, if your Pasture will afford it, out of a clear Spring, or running Water; but by no means let the Water be foul, or Muddy. There are some that are of Opinion, that if at the time your *Cow* is Leaped, you set a *Calf* before her, she will bring forth a *Calf* of the same Colour. And thus much concerning *Cows*, for the present; and from the *Cow*, I shall proceed to the *Calf*.

2. *What Order ought to be taken with the Calf, before Weaning, at Weaning, and after Weaning.*

That is at the Choice of the Husbandman to have

have a *Cow*, or a *Bull-Calf* at pleasure, many are of Opinion: and for that give two Reasons; the one is, to oblige the Bull to come off on the *Left-side*, if you would have a *Cow Calf*; and on the *Right* for a *Bull-Calf*; the other is to knit the *Left stone* of the Bull for the *Former*, and the *Right stone* for producing the *Latter*: But in my Opinion, these Directions, if not *Fabulous*, are uncertain, and without any true Ground, therefore leaving them to such as intend to Experiment 'em; I shall proceed,

If you put a strange *Calf* to a *Cow* to Suckle, be sure let it not rest with her all Night; for then, by the Scent she will better perceive it not to be her own than in the Daytime; and it is ten to one but she will over lay it.

At the End of two Months, or ten Weeks, is a good Time to wean your *Calf*, though some wean them as soon as they are Calved, though others not till three Months old; if you wean them at first, you must teach them to feed, by putting your Finger in their Mouths, whilst your Hand is in the Pail, which they taking to be their Dams Teat, suck; and then let the Milk and Whey be mixed with a little Bran, which is the best Thing you can give them till they have gathered Strength, at what Time accost them with a Handful of sweet Hay, or new cut Grass, which will by Degrees prepare them for Pasture; but if you wean them at two Months, you may, if the Weather be warm, turn them into an adjoining Pasture, and give them their fill of Milk and Whey, not above twice a Day; or not more than once, if you perceive they addict themselves to feeding

feeding; for if they have store of Milk, they will neglect feeding; at three Months you may let them subsist altogether upon Grass, Hay, and now and then Bran, and Skim-milk, housing them every Evening; for if they be of never so large a Breed, if they be scantied in Pasture or other Food, and pinched with Cold or Wet, during their being tender, they will not come to that Perfection which otherwise they would. If you perceive your Sucking-calf to draw the Teat painfully, and seem rather to mumble it, then to cause the Milk to refuse, then carefully look under his Tongue, and you will find white Blisters growing on and restraining the Tongue of its Use; the which with a sharp Knife, or Scizers, you must take away with so light a Hand, that you must not wound the Tongue, and wash the Place with Salt, and the Juice of Garlick; the which left undone, not only causes the Calf to pine away, but often prove his Death. Another Thing that hinders your Calf from Thriving, is Lice, and breaking out thereby; which to cure or prevent, you must rub him over with salt Butter, and once every Day, with a strong Whisp of Straw, or coarse Hay, and cleanse the Place into which you put him.

3. *How, and at what Time to Geld or Spay Calves, and how to use them thereupon, in order to their Health, and Thriving.*

To Cut or Geld your Calves, Divers are the Opinions relating to the Time; some are for it at

at three Months, some at a longer Time ; but if you intend to breed them to be *Oxen*, at two Years is a convenient Time for the *Bull Calves* ; but if you design to Spay the *Cow Calves*, in order to fattening them, or otherwise, then at four Months is necessary, unless the Weather be too hot, or too cold ; but observe, that if it happen in the Spring, or Fall, or at the Wain of the Moon, or else defer it longer : The best Way for Gelding is, To take the Stores between a cleaved Stick, and cutting them, leave so small a matter fastned to the Sinews, or Ligaments that sustain them as may cause the *Calf* to retain some Vigor as well of the one as the other Progenitor If you Spay your *Cow Calf*, diligently sew up the Wound, always observing that none of the Guts be stitched up with the Skin, and then anoint it with fresh Butter ; or if you be careful to keep the Wasps, Flies, or Bees from it, you may add to it a small Quantity of Honey. As for the *Bull Calves* great Care must be taken, that after their Gelding they overstrain not themselves, for fear of bleeding to Death, till they are perfectly Well ; and above all, observe to keep them from the *Cow Calves*, if they be of any bigness, for that they will be apt to leap them, and by that Means endanger their own Lives : As for the Wound the best and speedy Way to cure it, is to anoint it with Ashes or *Vine* and *Litharge*, not suffering him the Day after Cutting to drink at all, and for three Days after receive no strong Dyst, but only Feed up on a small Quantity, as his Stomach will bear, most of which must consist of green Boughs and new cut Grass, not too Rank, with

with a moderate Portion of Drink for the two latter Days. If you perceive the Wound to be afflicted by Swelling, Flies or other Insects, for the speedier Cure thereof, you may anoint it with Tarr, the aforesaid Ashes and Olive Oil, for the space of three Days; in which Time the worst will be past as to danger of Life, except you permit your Calf so cut to catch cold; or if he be of Capacity to leap any *Cow Calf* if he attempt, it will cause him to bleed afresh.

4. *How to break your Steers or Heifers and thereby the better to Improve them in Feeding.*

Your Calf being grown up to a considerable Stature, if a *Bull Calf* is called a *Steer*; if a *Cow-Calf*, a *Heifer*. The best Way to break them off their Wildness, is to put them into a Pasture adjoining to your Cow house or Stable, and out of your own Hand daily give them some sweet Provender, continually permitting your Cow house or Stable door to stand open for going in or out at pleasure; their Stalls being indifferent large and clean kept, each Stall being made Yoke wise about seven Foot from the Ground; and if you find them Wild, Head strong, or apt to do mischief with their Horns, in a fair Day bring them up to their Stalls, tie them thereto for the space of 24 Hours without giving them any Meat; the which by once or twice using at different times, will make them so tame and Gentle, that they will be glad to accept of such Ordering

dering as you will bestow on them, and receive with all Familiarity such Meat as you will give them; the which, whilst they are eating, stroak them, gently and Spirt into their Mouths sweet Wine, which will not only make them Familiar, but oblige them to follow you, &c. When they are acquainted with you, rub their Mouths with Salt, and put down their Throats, if you can oblige them to receive it, Salt Butter or Tallow, two or three Lumps, to the bigness of Walnuts, and by so doing, they will become as tame as you can wish, and consequently thrive better by far then otherwise they would. And this is certainly the most expedient Way, though some were wont to Yoke them together, and make them draw as at a light Plough, or some other light Weight, putting one of them Yoke-mate with an Ox, used to that Labour; and if he chance to lie down, bind his Feet, and suffer him their to continue without Meat for twenty Hours, to break him of his Sullenness: But in my Opinion, the former is far the better Way for breaking them, and putting them into a good Condition.

If the Pasture be burnt up, or any other Way become scarce, then bring them into their Stalls, and there feed them, either with lears, sweet Chaff, short and sweet Hay, or with fine Pease-straw; but if none of them can be had, then use Clover-grass, After-grass, or Barly-straw; for this sort of Food in Winter, if they be kept warm, will not only nourish them, but greatly improve them; or you may give Lupins, Pease and Chaff mingled together; and in the Spring, green Boughs of Elm, Ash, Oak, Holm, or Leaves of the Fig tree or Vine.

5. The

5. *The most approved Way speedily to Fat your Steers or Oxen, and how, during that Time, they must be Ordered.*

If you design to Fat your Steers, Heifers or Oxen, having turned them into good Pasture, and twice a Day, both Morning and Evening, give them their Fills of Meal, Chaff and Rapes, or Grains mixed together; and when they come up to eat it, cast warm Water upon them, wherein chopped Pease-straw has been soaked; and if at any time you perceive their Stomach fail them, then steeping green Colwort-leaves in Vinegar, give 'em them; and this will whet the Appetite to that Degree, that they will again roundly fall to their Meat; and into your former Provender, you may put a quantity of Wheat-bran, well sifted. In Winter, you must feed them at Break of Day; and in Summer at Sun-rising. Twice a Day you must be sure to Water them, viz. at Nine in the Morning, and at Three in the Afternoon: If in Winter, once a Day with warm Water, into which you may scatter a little fine Wheat bran, to make it go down the better.

Their Stalls, especially in Winter, must be close and Warm, paved with hard Stone, or floored with Gravel layed asloap, that so their Water may either sink in, or pass away without annoying: As for Boards, they are nothing near so Convenient, by Reason of their Uncertainness, and the noisome Smell they retain by soaking in the Water: Your Windows must open North

North and East: which be sure shut in the Winter; but in the Summer you may leave them open at Discretion, according to the fairness or foulness of the Weather; and if you have two Ox houses, one for Summer, and the other for Winter, it will not be amiss, by reason they may be made futable to the Seasons.

The Stalls ought to be Eight foot wide, that they may lye at ease, and that the Stronger may wrong the Weaker, nor annoy each other with their Dung and Urine; as likewise those that feed them, may the easier come to rub and cherish them: And if it could be so contrived, that a Fire might in the Winter time be made in some Part of the House, it would be advantageous, (provided it did not Sinoak): For these Reasons First, It would dry up the Vapours and noisome Damps. Secondly, It would cherish them with Warmth, and expel cold Distempers that they have taken in their Pastures And, Thirdly, render them more Familiar with their Keeper and better Feeders.

These Rules observed, you need not doubt but your Steers, Oxen, or any other of that Kind, will be fatted much sooner, and with lesser Charge, than any other Way yet known.

6. How to Order your Neatberds, in General, and preserve them from Infections occasioning Distempers.

For the better Preservation of your Cattel, both from Sicknes and Hurt, which may happen through their

their Unruliness, let the Stalls be divided and latticed
 between, especially where you keep your Cows and
 Calves, least one Beast beguile another of his Pro-
 vender, and to prevent Over laying, Goring one ano-
 ther, or the like: And observe this Rule, that good
 and careful looking to, is as great Means to promote
 their Thriving, as their Provender; for certain it is,
 without the Former, if they have never so much of the
 Latter, they will not Thrive; therefore whether they
 are Housed, or Abroad, you must have a careful Eye
 over them, especially over the Younglings, observing
 how they Feed, and at Night, how they lay themselves
 to rest: And this Diligence must be taken Morning
 and Evening, but especially in the Spring, when you
 put them out into fresh Pasture; for at that Time, by
 reason of their Change of Dyet they are most subject
 to Distempers. In the cold, or damp of Winter, you
 must likewise must be careful in Feeding them, least
 by reason of Poverty they be incapable either of Ser-
 vice, or to bring forth; and therefore be sure to let
 them have store of Litter, and good Provender, always
 observing to keep them cleansed, and free from Filth:
 If they be Draught Oxen, when you return with
 them from Labour, carefully rub them down with
 Wipps or Cloths, dry them well, and stroke them with
 your Hands, raising the Hide gently, which will not
 only cherish them, but make them grow the better, and
 see their Feet be well cleansed with warm Water;
 for if you bring them dirty into the House, it will
 subjects them to Diseases; always observing to
 keep them neither too hot in Summer, nor too cold in
 Winter, no permit them to be chased up and down in
 any extraordinary manner; for if it be in hot Wea-
 ther, it subjects to Fluxes and Fevers, and cold Dis-
 tempers,

temper, equally as hurtful. Be diligent to prevent your Swine, or Poultry, from coming near their Stalls, for their Dung poisoneth the Beast. The Dung of a sick Swine in your Ox stall, or Ox-house, causeth the Pestilence or Murrain, frequently amongst your Cattle. You must likewise observe, to bury all Carcass that is near their House or Pasture, or remove it far from thence to preserve them from Infection; and if the Murrain happen to be amongst them, you must without delay, divide them to different Pastures, in Diversity of Air, separating the infected, from the Uninfected, not permitting them to feed or drink together. But by reason the Murrains are divers Sorts, I shall, in the following Chapter, describe them and their Remedies together with the Symptoms, how they may be distinguished.

7. Of Murrains, their divers Sorts, known by the following Symptoms; as also excellent approved Medicines to prevent or cure them.

The Murrain much incident to this Sort of Cattle, though in Name it is simple, yet in its divers Effects it may well be termed a Concatenation of Distempers. To know it therefore, take these following Observations: In some Murrains, the Cattle drivell, and run both at Nose and Mouth; in others it causes Thirst and Pining away; sometimes it appeareth in the Joynts, which by the Cattles halting before may be perceived, as likewise behind, sometimes in their Kidneys, and occasioneth a Weakness in
their

their hinder Parts, and great Pains and Aches in their Loins. Another Kind there is, that like Farciens, riseth with Pimples all over their Body, appearing sometimes in one Place, and sometimes in another, never long fixing in a Place. Another there is between the Hide and the Flesh, which causes the Humour to sweat out at divers Parts of the Body; sometimes it appears like a Leprosie all over the Body in Knobs or Pimples, sometimes it appears by their Deafness, Blindness, and want of Appetite so that although they may not presently lose their Flesh, yet so soon as you perceive any of these Symtoms, immediately seperate them, for all these are Contagious and Infectious

To Cure these Distempers, Take Angellico Roots, Fennel Seeds, Sea-Thistles, which being stamped together, mingle with White-Wine, or Red-Wine, and Wheat Flower, and boil them; after which strain them, and give the Liquor, or Juice to the Beast afflicted, and at the same time Bathe his Body over with hot Water, into which the Herbs, Roots and Seeds, when strained, are put; nor forget to peg them in the Dew laps with Roots of Hellebore, or Bares-foot, which you must do by making a Hole with a Bodkin, and thrusting in the Root, cut fit for that Purpose; and letting it there remain for a while, it attracts the poisonous Humour to it, and makes them void in nauseous Water and corrupt Matter,

8. *An approved Remedy to prevent the Murrains of all Sorts, either Cow, Ox, Bull, or Cal.*

Take Brimstone, unslacked Lime, Garlick, wild Marjorum and Coriander, and putting them into a Chafing dish, hold them to the Nose and Mouth of your Ox, or Cow. &c. that the Smoke may ascend up into the Brain, and be drawn in with their Breath, and Fume the outside of their Bodies; the which with twice doing, will, though the Herd being Infected, infallibly, prevent the Infection from seizing those that at the Time of using this Medicine, are untainted.

9. *Another approved Remedy to cure the Murrain, which beginneth first in the Throat*

This Murrain, though included in the former Kinds, yet the Symtoms being omitted, I shall here Insert them, and its certain Cure, unless too far gone. It is known by the swelling and rattling in the Throat, swelling in the Head, and dulness of the Eyes; To cure which, Take a quart of new Milk, an Ounce of sweet Butter, Cloves of Garlick, a Dram of Saffron, half a Quarter of an Ounce of Cinnamon, two Ounces of Sumerrick, a Handful of Rue, or Herbagrass, and a Handful of Bettony; all these Ingredients being stamped and boiled in the Milk, and afterwards

wards well strained, give it your Beast that is afflicted, Lukewarm, and then with an Awl, bore through the Skin of his Nose, and from thence a poisonous Water, if the Murrains have touch'd that Part, will Issue forth.

10. *How to know wheeler the Murrain be so far gone in an Ox or Cow, that they cannot Recover: as also another excellent Remedy, for the said Distemper.*

If you are desirous to know whether the Distemper has so far prey upon the Vitals, and infected them, that the Ox or Cow is past Recovery, and all your Labour and Charges for preservation in Vain, let him or her Blood in th Neck, and draw from thence near two Quarts, if Strength will permit; which done, let it stand; and if the Blood change, there is Hopes of Recovery, but if not, in vain will be your Care and Labour, for he will die.

In Case you find your Ox or Cow may be recovered, open his or her Mouth, and thrusting your Finger under the Tongue, to the Root make way for a Ball, of the bigness of an Egg, of rusty Bacon tempered with bruised Ragwort, then bleed 'em at the Nose, the which done take Tanfie, Herbagrace, Longwort, Hyssop, and Thyme, a like quantity, not exceeding half a handiul; each to these, add Long-Pepper Orme, Fenugreek, and Juniper-berries, of eac a Pennyworth, stamp them and boil them in Grounds or Ale to the Quantity of a Quart, Strain it, and give it your

your Beast as warm as can well be endured

11. For the Flix, a Remedy, Approved.

For the Flix, or Lasks, take Sloes dried that they may be bruised to powder, and give it your Beast to drink in Wine-Vinegar, if it be the Bloody-Flix. Keep your Beast fasting from Meat and Drink, for the space of 44 Hours; at the end of which, give him the Quantity of a pound of Stones of Raisins, or Sowre Grapes dried into Powder, mingled with a quart of eager White-Wine, and let him browse on green Boughs, such are as sweet and wholesome; if this prevail not, burn him in the Forehead a little beneath the Horns, and Slit his Ears, anointing them with Oil and Tar, and his Forehead wash with O. Urine.

12. An Approved Cure for the Lasks or Ray in Calves, or Cough in Young Bulls, &c.

If your Calves be afflicted with the Lasks, or Ray, that deprives them of their Stomach, and Rest, and thereby hinders their Thriving; Take New Milk and put a Quantity of Rennet into it, that may render it so thick as can be drank, after which, warm it over a Fire, and give at him as hot as he will suffer it; and intwice or thrice so doing, it will rid him of his troublesome Distemper. If your Bullock be troubled with a Cough newly got, take a Pint of Barley, a yolk of an Egg, and a handful of Raisins of the Sun; boil them

them in Sweet Wine, and give him the Liquor in a Drenching-Horn, and the Corn to Eat. If this Succeed not, as it is not doubted but it will, then make him a Mash of Grains, Wheat-Flower, fryed Beans, and Lintel Meal, and mixing them together, give him them to Eat. If your Calves have a Cough, give them Cennary bruised to Powder, and it Cures them Infalibly.

13. *How to know when your Beasts are afflicted with a Fever or Ague, and to Cure the same:*

If your Cattle are troubled with a Fever or Ague, you shall discover it by the Watering of their Eyes, Driveling at Mouth, Heaviness of the Head, beating of the Urines, and Heat throughout the Body; then permitting them to Fast for the space of a Day, betimes the next Morning let them Blood in the Tail, then give them Oil, Water and Salt, in which Colewort-stalks have been sodden, pouring it down their Throats with a Drenching-Horn, and so continue to do for the space of Five Days; always in the Morning before they have Eaten ought they do give them to eat, Lentills, Vine-Leaves, and other cooling Leaves, watering them with cold Water three times a Day, wiping and cleansing their Mouths both within and without, with a Sponge or Linnen Cloth wet in Beer.

14. *Of Halting, the Cause, and how to Cure it.*

The Cause of Halting for the most part, is the Blood's falling down into the Legs, which is known by the Heat and Swelling of their Hoof, and Soreness there, the which when you perceive, must, if the Blood be above the Hoof in the Legs, dissolve it, if possible, with continual rubbing; or if that fail, let it out by Scarifying or Pinching the Skin; if it be in the Hoof, then open the Claws, and slit them till they bleed, and lay to the Sore a Cloth dipped in Vinegar and Salt, making him a Shoe of Broom, not permitting him to enter into any Water or dirty Place, but stand dry for Six Days: If this corrupt Blood be not let out, it will turn to Matter and evil Humours, and be long ere it Cure, if not cause a continual Halting or Lameness: This, by the Country People, is called the *Foul* or *Wisp*.

15. *To Cure the Scalds or Manginess, and approved Remedy.*

If your Cattle be Mangy, or Scabby, the expedientest Remedy is to rub them, or wash them over with Juice of Garlick; the same Medicine you may use, if they are bitten by a mad Dog; you may add to it Penny-royal and Brimstone-flower boiled with Oil, Vinegar and Salt-water, and Powder of bitter Almonds, which is an
Infallible

Intallible Remedy, if they are not too far gone.

16. How to know when your Cattle are Hide-bound, and a Remedy to Cure it.

If you perceive your Cattle not to encrease their Flesh with high feeding, but rather to fall away, then feel them warily; and if you perceive their Skins stick to their Backs or their Ribs, that you cannot take it up, then they are Hide-bound, and occasions their decay; the Cause of it proceeds from Cold taken after a Sweat, or taking Wet after much Labour, by standing in the Rain. To Cure which, boil Bay-Leaves in Water, and with its Decoction bath them all over as hot as they can suffer, then breathing a vein in the Neck, rub them a second time over with Wine and Neatsfoot Oil, pulling up the skin with your Hands, then take the Root of a Sea-Onion, and about two Pounds of the Root of a Poplar-Tree, with about a Pound of common Salt, and bruising the two former, put them together into Water, where having lain a while, give the Water to your Cattle to Drink, and it will Cure them. And by giving them it at the beginning of the Spring, for the space of fourteen Days, it preserveth them in Health to a Miracle.

17. *How to know the Distemper in the Lungs, and to cure it.*

The Sicknefs in the Lungs is perceived by these Symptoms, viz. If the Dewlaps be hard very close together, very far up; also in hard feeling, the Hide upon the Back it crackles like Parchment. It is known likewise by a short harking Cough, and lolling out of the Tongue the which when you understand take Long Pepper one Ounce of round Pepper, the same quantity of Grains, two Pennyworth of Turmeric, two Ounces of Fenugreek, and Mace a little quantity of Cloves and Anniseeds, of each a Pennyworth, Madder, Geneva, Treacle, the out Rind of Walnuts, dried Juniper Berries pulverized Ox Longwort, Featherfew, Herbagrace, Bayberries, Garlick, and Salt, of each a convenient quantity, consistent to the former Ingredients and boiling them altogether in small Ale, or small Beer, and give it to your Cattle to drink luke-warm, and afterwards Fetter them; and if the Distemper have not too far consumed the Lungs, it will restore them.

18. *The Gall, or Yellows, how to cure.*

The Sicknefs occasioned by the Overflowing of the Gall, is known by the running of the Beasts Eyes and Ears, and the Brown-Yellows under the Upper Lip. The Cure for it is Chamberly

Ale-Grounds, hard Soot beaten to Powder, Gall-
 wort, Longwort, Plantain Leaves, Herbagrass,
 Hempseed or Hemp-tops, Garlick, a like quan-
 tity, and stamp them together till about a Quart
 of Juice or Liquor be extracted, and give it your
 Ox or *Bullock*, if he be strong of Body, but
 if small and weak a Pint will serve;
 after which, take Salt, Loam wall and
 leavened Bread made small, and with
 it rub his Tongue and the Roof of his Mouth;
 and bath him with Chamberlye on the Back and
 Sides, making it indifferent hot : This likewise
 is an excellent Remedy for a Distemper in the
 Liver, commonly known by the Swelling in the
 Legs.

19. *How to know the Blain in Ox or Cow,
 and a Medicine to Cure it.*

You may know the Blains by these Symptoms,
 viz. Swelling about the Face and Eyes, as also
 the Body; the which, when you perceive, search
 his Mouth, and if you find Blisters under the
 Root of his Tongue or near it, cut them to the
 bottom and having thereby let out the Salt Cor-
 ruption and Fiery Humours, rub the Place with
 Salt, and then permit some Youth to clasp his
 Hand and Arm up the Fundament of your Beast,
 and break so many Bladders or Blain Blisters as
 he can feel, his Arm being well rubbed with
 Hogs-Grease, and then give him Water to drink,
 wherein Leaves have been steeped, and keep him
 in a warm Place.

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20. *How to know the Sprenges, Staggers,
and Dase, in an Ox, Cow, or Bullock;
as also Remedies to Cure, or prevent them*

The Disease called the Sprenges, is known by your Beast's smiting his Head backwards against his Sides, and stamping with his Legs, seeming altogether Restless; the which, when you observe, set a Youth to thrust his Arm into the Beast's Fundament, and draw from thence the Dung, together with such corrupt Blood and Filth as he finds, and cleared it, thrust in two handfulls of Bay-Salt, which will both stay the Issue of Blood, and cause him to Dung without Pain. The Staggers are known by the redness of your Beast's Eyes, his often casting his Head backward, and frequent reeling. To Cure it, Take a quarter of an Ounce of beaten Pepper, and half a Pint of Vinegar, which well warmed, pour into the Nostrils of your Beast, and holding his Head up with his Head stall to the Rack, close them a while, and afterwards let him Blood in the Nose-Vein.

If your Beast have the Dase, which is observed by the Staggering and often turning round; you must let him Blood in the Forehead, by flitting the Skin across, and binding after he has bled a while, a Cloth dipped in Vinegar, upon the Wound, keeping his Head, with a Cloth for that purpose tied about it, exceeding warm.

21. *For Pissing Blood, an approved Remedy.*

If they Piss Blood, occasioned either by a Strain Over-reaching or the like, take Milk and put Rennit to it till it become Curds, after which, having suffered them to stand Twenty Four Hours, without drinking, give it to each of them, to the quantity of a Quart or three Pints; and cut off a Joint of their Tails, or at least let them Blood in the Tail, and when they have bled sufficiently, stay the bleeding with applying bruised Nettles to the Wound or Sereing it up.

22. *An approved Remedy for the Paneris, a Disease incident to Cow, Ox, or Bullock.*

If your Beast hath this Distemper, it will soon appear by his Panting, Shaking, and sweating withal, if the Weather be any thing warm. The Remedy for it, is Soot and Chamberlye, with Juice of Garlick and Plantain, poured Warm with a Drenching-Horn down his Throat.

23. *A present Remedy for the Taint and Gargise; with the manner how to know them, &c.*

The Taint or Stingwort, is known by a certain Swelling or Knob about the Head and Breast: To Cure which, mix Urine Salt and Treacle together and give it him as hot as he can endure it.

The Gargise is known by a Swelling about the Eyes, upon the Bone there fastning, and in a short Time appearing like a Botch or Boil: If you perceive it has seized your Beast, cut the Skin round to it, and so prevent its coming to the Lips, for if it takes them, it will prove Incurable then take Urine and Salt, and boil them together, and with it wash the Place grieved, both Morning and Evening, and in a short time the Distemper will vanish: Anoint the Place with Suet, the mean while

24. *For Stoppage of Urine, or Difficulty of making Water, an approved Remedy.*

The Symtoms of this Distemper, is the Swelling of the Yard, occasioned by the heat of the Bladder; to cure which, and give him ease, Take a Pint of French-Wine, the White of Nine or Ten Eggs, Six or Eight Cloves of Garlick, and restraining him from all manner of Provender, Hav excepted, give him the Juice to drink, and at the same Time, with a Syringe, force up his Yard the Juice of Housleek, Groundsel and Mallows, which will allay the heat

beat and make him in twice or thrice using, freely to void his Urine. If the Cods be swoln, take strong Wine-Vinegar and Salt, and with it twice a Day, viz. Morning and Evening, Anoint them with it.

25. *A Cure for the Biting of a Mad Dog, any Venomous Beast, Swelling by Poisonous Worm. Hen Dung, or the like, lick'd up in the Grass; for Collick or Pains in the Belly, or other Parts of the Body, occasioned by Wind or Heat. old Swelling, Bruise or Quinsie Loosness, Worms falling out of the Fundament, difficulty of Breathing, and indeed most Internal Distempers: This being for Cattle, the most Excellent Medicine in Europe.*

Take a handful of Elder-Rine the innermost, a handful of Longwort, half an Ounce of Long-Pepper, an Ounce of Licoras, a handful of Rue or Herbagrace, an Ounce of Anniseeds, half an Ounce of Cummin-Seeds, an Ounce of Tumerick a quarter of a Pound of Maddar, and put them into Three Pints of Ale, and whilst they are Seething over the Fire, beat together in a Wooden Bowl, a handful of Bay Salt, Six Roots of Garlick, Four New-laid Eggs, with their Shells, two Balls of Ourtment, and then the Liquor being well boiled, strain it through a fine Sieve of Hair, and put it to the latter Ingredients, then in

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Three

Three Pints of Beer, put an Ounce of Venice-Treacle, an Ounce of Bay-Berries, and when the Drink is boiled, mix it with the other Liquor, according as you perceive your Beast Distempered, give him to the quantity of a Pint, pretty warm, Morning and Evening for Three Days together, and it will Infallibly Cure the aforesaid Distempers, and many others of the like Nature; preventing all manner of Infection and Distempers thereby occasioned.

Having thus far proceeded, *Honest Reader*, to Instruct you in all that materialy relates to Cattle of that kind, and left no Chronical Distemper untoucht, nor any thing that may be for the preservation of your Cattles Health, or promoting their Increase or Thriving: I shall for Brevity sake, Omit such Inconsiderable Cures, as every Herdsman is capable of Effecting, without any more Instruction, than those he has by Tradition, and proceed to Treat of the *Horses, Mares, Colts, &c.* A Subject worthy the most Learned of Pens.

CHAP. II.

C H A P. II.

Of Horses, Mares, Colts, &c.

I. *How to Chuse your Stallions and Mares for good Breeders: And to Order them; together, with divers Rules to be Observed in the Covering your Mare; and how to Oblige her to take the Horse.*

NOT to break my Method of proceeding in this Affair, I shall, as in the foregoing Treatise, proceed Gradularly. And first as to the Getting, Conceiving and Breeding of *Colts*, to be *Horses and Mares, &c.*

If you are Desirous of a good Breed, you must be sure to be careful in choosing your *Mares* and *Stallions*, that are no ways Defective either in their Limbs, or Body; for if so, those Distempers will be inherent to the *Colts* they shall get or bring forth: Therefore to know a good *Stallion*, take these Observations. Let him be large and well made; Coleblack, except one white Foot before, if such a one you can get, his Eyes large, standing out of his Head, and somewhat of Bloody or Fiery Colour, his Neck Strong and well Set, his Ears Short and standing upright, his Forehead bearing out, his Breast large, a flowing Mane, his Legs strait, lean and dry, &c. As for

for your *Mare*; let her have a compleat Body indifferently long, with a large Womb, a Forehead Swelling out, and by no means too Flat, Legs strait, dry, and well set together at the Joints, with other such like Marks of Liveliness and Goodness.

This care take to provide good Breeders: Put your *Stallion* to your *Mare* in a warm close Pasture, and if she refuse him, and Spurn at him, you may put a small Stone *Nag* to woo her, but permit him not to Back her, & when you perceive her willing to receive Horse, then put your *Stallion* into the Field, taking up the other, and so continue to do Morning and Evening for four or five Days, which if she permits him to Leap her, is Sufficient. To provoke your *Stallion* to Cover your *Mare*, if he refuse, rub a Sponge about his Nose that has been in her place of Generation.

When you perceive she has Conceived, which you will do by her striking at the Horse, and biting him when he goes about to Leap her; then take her up, and let her run into warm Pasture, where running or Spring water is, and the Hedges be such that she may not attempt to Leap them: The best time to take Horse, is the latter end of May, or the beginning of June; and by that means the Colt will come in a warm Season.

2. *How to be satisfy'd of your Mares Desire of the Horse: And to know what Age is most requisite, both for the Stallion and Mare, to Cover or be Covered.*

If you perceive your *Mare* forsake her Meat Neigh

Neigh much, Snuff the Wind and appear Hotter than ordinary, they are Signs she is desirous of the *Horse*.

The best time to permit your *Mares* to be covered is at three Years Old, though it may be sooner; as likewise your *Horse* at four Years Old; for then both being Strong, Lusty and full of Spirit, the *Colts*, so gotten will prove Strong and Healthy: Some are of Opinion, that whatsoever Colour (if it be a *Horse* Colour) that you place before the Eyes of your *Mare*, the *Colt*, will prove of the same Colour: Though I would not have my *Reader* imagine, that I affirm this particular for Truth. The best time of Breeding, for a *Mare*, is between Three and Ten, and if you suffer her to take the *Horse* much sooner, she will produce Weak Immature *Foals*, if later, Dull, Sickly and Infirm ones, no way worth Rearing for Service. Your *Stallions* best time is from Four Years Old till Twelve.

3. *How to Order your Mare, when she has Conceived, and to prevent Sickness, and to use her at, and after Foaling.*

After your *Mare* has been Covered, seperate her from all unruly Cattle, put her into a warm Pasture, and give her Oats to the quantity of a Quart, Evening and Morning, ride her sometimes but that gently, until the *Colt* is Quickened and somewhat come to Perfection: If the Weather be Rainy or Cold, you must House her, to prevent her catching cold Diseases, which above all things are hurtful during that time. If

If your *Mare* be difficult in bringing forth, you must assist her; cherishing and keeping up her Spirits especially, with Sweet-wine spirted into her Mouth, or Ale mixed with a little Bran; and when she has cast, give her Bran or Flower mixed with warm Water and Salt, Evening and Morning, for the space of three Days, and then keeping her Clean with fresh Litter, give her a quantity of New Grains and sweet Hay, from time to time till she recover her Strength and is well settled: If her Cleaning or After-birth come not away, take Fennel, Spring water, Malagowine and Sallad oil, and making them lukewarm pour into her Nostrils to the quantity of half a pint, and stopping her Nostrils close, it will cause her to void it by straining and motion.

4. *How to know when a Colt will make a good Horse.*

If you design to rear a *Colt*, to make of him an accomplished *Horse*; then at three Months Old view him well, and observe his shape, viz. If his head be little and lean, his eyes full and sparkling, his ears standing up, his forehead bending out, his Nostrils large, his mouth ever on both sides, his neck well set, long and bending like a Swans, a short broad back, the mane curled and hanging down on the right side mostly; a broad and well set chest, great shoulders, double buttocks; round sides, gaunt bellyed, carrying his stones close and even; and lastly, bushy tail, well set into his Rump. If all these

Marks

Marks are found in your *Colt*, he will certainly prove a good *Horse*, unless spoiled in the bringing up.

5. *How to know the Age of a Horse, by his Teeth, Eyes and Eyebrows, Hoofs and other Infallible Tokens.*

Nature affords the *Horse*, when he has full number 34 Teeth, above and below; though some will have but 30. The Time of his having them are these, a *Colt* of a Year old, has six on either side, above and below; at three Years and a half old, he hath ten on either side, at four Years old, the Ill shaped or Dogs teeth fall out; and between that and six, other teeth spring up in their room, at six Years old, all his Teeth are perfected, the Eye-Teeth, and great Cheek-Teeth in the said sixth Year, falling out and receiving others in their places; being altogether hollow, after which, the Mark or Black-speck appeareth in the fore-tooth and continues till eight: At twelve Years old the side teeth turn black, and the older he grows from that time, the longer they will be, unless he feeds upon extraordinary hard meat, and be strong Jawed, and then often they keep at a Stay; after twelve look no more in his Mouth for his Age; but observe his Temples, which will begin to be hollow, his Hoofs seamed one seam over another, and if parting off a piece of the Hoof, you find it brittle, dry and crusty, it denotes a very Aged *Horse*, To know by his Tail his Age, feel with you

your Thumb and Finger close at the setting on, or growing to the Rump, and if the Joint on each side stick out in a Knob, bigger then any other, by the bigness of a small Birds Egg, then he passes not two Years old ; but if that Joint be plain and even with the rest, then is he past ten, and is between ten and thirteen Years old.

If his Eyes be round, full standing out and sparkling, no sinking in the Pits appearing, but that they be even with his Temples and no wrinkles appear in his brow, then he is a young *Horse* the contrary denotes him old.

If his Skin come up easily and fall to the same Place, when let go, presently smoothing without any token of wrinkle, then is the *Horse* young ; but if it stand in a heap and returns slowly to its place, after it is let go, then he is old and wasted.

If he be of a dark Colour, and the Hair of his Eyes-brows turn gray or grizzled, or you perceive it so underneath his Mane, or if any light coloured *Horse*, or white *Horse*, shall have black or red Meannels, over all his Body, then observe these to be both Signs of Age,

And lastly, if the bars of his Mouth be deep and large, handling roughly, then the *Horse* is Aged ; but if on the contrary then young and fit for Service.

6. How to Geld your Colts, and at what Season.

The Spring and Fall are the best time to cut your *Colts*, or if you cannot observe that Season, than

man in the Wane of the Moon, the Signs being either in *Virgo* or *Aries*; at nine Days old you may Geld them, if you perceive their Stones to fall; or you may Geld them at a Year or two Years old, if you think fit; cutting the seams to prevent bleeding, anointing the Cods with fresh Butter or Mutton-suet, and besure that you keep them warm, giving them Pollard to eat, Morning and Evening; if they swell much, trot them about in a warm Day, and it will assuage it.

7. *The best and easiest Way to Tame or Break your Colts, in order to Back them and bring them to the Saddle.*

I would, Reader, advise you for divers Reasons, not to attempt Backing your Colt till three Years old at least: First, For that you will make him Sway-backed: Secondly, For that will hinder his Growth: And, Thirdly, Subject him to a weakness in his Loins, and Lameness in his Limbs: Yet you may a long time before that, make him familiar with you, by giving him Hay and other Provender out of your hand; Stroaking, Rubbing and Combing of him; giving him Water, taking up his Feet and beating his Hoofs, putting a Halter on his Head, &c. But if you design to have your Horse of long continuance, Back him not till five Years old, and let it be either in the Spring or Fall that you attempt it, that so the Humours may be the better dispersed, and not by unufal Motion settle in any part of the Body.

8. *The best Time for weaning Colts, and how to Order them; as also what Ground is best for them.*

The best Time to wean your *Foals* or *Colts* is a Year old, though you may do it at five, seven, or nine Months: But Observe, if you continue him a Year, you must not permit him to have his fill of Suck above once in two days, when he is past seven Months old, but give him Skim-milk and Whey with Bran in it, Sweet Hay and new-cut Grass, and keep him warm; when you have weaned him, let him not remain within the hearing of the *Mare*; for then by longing and pineing after her, he will waste his Flesh; and the better to make him forget the Sweetness of the Teat, rub his Lips with a Clove of Garlick, and give him a lump of Savin and Butter to the bigness of a Walnut and feed him high, for a Year after you have weaned him: And let your Pastures they run in, be dry and firm underfoot, no matter how uneven, let them be ascending if possible, and watered with clear Springs; suffering every Year's breed to pasture by themselves. Having thus far proceeded, I shall now come to prescribe such Cures as are most necessary for all Diseases, both Physical and Chyrurgical, in *Horses, Mares, or Colts*.

**Treatise of choice Receipts, for curing
Distempers in Horses, Mares, and Colts,
both Physical and Chyrurgical.**

A Cure for a Cold in a Horse, Mare, or Colt.

Take Moss of the Oak, a handful, boil it in Milk, to the quantity of a quart, let the Milk be new, and cut into it the Green roots of Elecampane, and Licoras, the which, be well Concocted, put into them a piece of Fresh Butter, and a quarter of a Pound of Treacle, give it them well strained through a Hair or Woollen cress Sieve, luke warm, and it will effect your desire: It is also an excellent Medicine in case of the Head-ach, Phrenzy, Palsey, Stavers, Cough wet or dry, shortness and difficulty in Breathing, Putrefaction of the Lungs, Glanders, Looseness, or Bloody Flux; and indeed, a most Sovereign Remedy for many other Distempers, if given in time.

*2. A Fume to cure the Stoppage in the Head,
when the Horse voideth filth at the Nose.*

Take a quarter of an ounce of Auripigmentum, and Colts-foot, beaten into Powder, half an ounce of Venice Turpentine, and mixing them well together, make it into flat pieces to the breadth and thickness of a Sixpence, and having layed them a Day or two to dry, put one of them

at

at a time into a Chafing-dish of Coals, and hold it under the *Horse's* Nose, the Chafing-dish being covered with a Funnel, the little end of which put into the Nostril; on that side you perceive the Obstruction, and in so doing you will remove the Cause, and bring away the Putrefaction thereby occasioned.

3. *An approved Remedy for Broken Wind, or Cough, Shortness of Breathing, or Pur-siveness in a Horse or Mare.*

Mix Tar, Powder of Licoras, Sweet Butter, bruised Anniseeds and brown Sugar-candy, of each a considerable quantity: And mold them together till they become stiff, make them into Balls, and into each Ball, put six Cloves of Garlick, and having coursed your *Horse* or *Mare* till he or she is warmed, dipping one of the Balls in Sweet Oil, cause him to swallow it fasting and let him fast four Hours after; this doing three or four Mornings will effect your desire.

4. *An experienced Medicine for the rattling Cold in the Head of a Horse, &c.*

Of Mustard Seed take half a Pound, bruise or grind it with Vinegar, till it become thin; then add to it an Egg well beaten, half a quarter of Olive-Oil the best, then work them well together, and tying up the *Horse's* Head to the Rack, pour part into his Mouth, and the other part into
the

the Nostrils, stopping them close for a while, and by so doing will cause the Impediment to remove and the effect to cease.

5. *A Medicine to cure the Glanders, and to heal the Ulcer and Canker in the Nose.*

Take Verjuice to the quantity of a Pint, put into it three Spoonfuls of Mustard, an ounce of Roch-Allom pulverized, and mixing them together, tie up his Head and put it into his Nostrils with a horn, and having suffered it to continue there for the space of a quarter of an hour, ride your Horse till he sweat, not permitting him to drink any cold Water, but rather Whey, warmed over a Fire; and thus doing for three or four Days, once a Day your expectation will be answered.

6. *A Cure for the Canker, or swelling of the Tongue.*

If you perceive little Bubbles, Blisters or Boils under your Horse's Tongue, that cause him to neglect Eating Hay, by reason the Eating thereof is painful; then give him Pease and Beans, ground small, and with a fine Instrument, cut away the Bladders or Boils, which if you do dextrous, you may easily do, and rub the place with Bay-salt and Roch Allom, beaten fine, and wash it with a little Honey and Water, boiled together; and this will cure it.

7. *Symptoms to know the Feaver in your Horse, when got; and by what means, as also, a Cure for the same.*

The Signs to know the Feaver in your *Horse* are these: If he holds down his Head, quake and tremble, and when his trembling is past, he breaths hot and short fetching his Breath fast: If his Flanks move unufally, and he Reel or Stagger, if he forsakes his Meat, and his Eyes being swelled, look dull and heavy, almost closed, and water much; if his Stones hang down, and his Flesh be very loose, and he be desirous of Drink, yet drink but little, and his Flesh departeth from him; all these are Signs of a Feaver, and of Fevers there are divers kinds, yet gotten but two Ways, either by Heat or Cold, the former, by overmuch Labour, and too suddenly cooling or watring; the latter by standing in the Rain, or damp moist Places; for which Distemper, in general, I shall lay down a most excellent and approved Medicine.

Get half an Ounce of Diapente, an Ounce of Bay-berries, and of Long-pepper an Ounce, beat them together with an Ounce of Dioscordium, and putting them all into a quart of Strong ale, heat it over a Fire and give it warm, as soon as possible; not having regard to any particular times for in this Case Delays are dangerous. After he has received it, cloath him up warm, and keep him in the Stable well Littered, that he may be disposed to rest; which will much
advantage

antage him in this case, especially when the
 ion has done working, and his swelling is
 r; at what time having ready half a pint
 White wine, two Ounces of Honey being
 solved therein, give it him warm and so let
 n rest, for the space of four Hours; when visi-
 g him again, give Honey and Stale beer, min-
 ed, to the Quantity of a Quart of the One and
 ur Ounces of the Other; or if you perceive
 m in any condition to be carried abroad, and it
 ll be most requisite to give it him after an
 ring, adding to it a Quarter of a Pound of
 reet butter, and a piece of Household bread;
 of them being boiled together and well
 aten, then bring him into the Stable; give him
 rm Water and Bran, and so for that Night
 him rest, and the next Morning fasting give
 m the first Drink prescribed, and so the rest in
 der, which, within two or three Days, will
 ate his Fever, and restore him in five or six
 ays, to his former health, unless he be greatly
 feebled thereby.

*To kill Botts and Worms in your Horse,
 an excellent Remedy, and the Symptoms
 whereby to know this Gerif.*

The Symptoms by which you shall be satisfied
 whether your *Horse* be troubled with these Insects
 re when he is Laxative and dungs often, though
 small quantity; when looking upon the Ex-
 ements, you shall perceive small white
 Worms; 'tis also a Sign thereof, when his Breath

is noisome, his Tongue root yellow, and many knobs appear under his upper Lip.

These Symtoms satisfying you of the cause of his Grief: Take Anniseeds. Turmerick and Brimstone flower, of each of them an Ounce together with a quarten of Brandy, mixing them with Strong-beer to the quantity of a Quart give them him to drink Fasting, keeping him without Meat for four Hours, and suffer him the Day to drink no other than warm Water if he have not been for sometime before let Blood, you may open his Neck-vein, and launce the third bar of his Mouth.

9. *An approved Remedy for the Distemper called Strangullion.*

This Distemper is known by a Horse's often straining in vain to make Water, but cannot though his Bladder be ready to burst; to Cure which, and cause him to void his Urine, Take a pint of Claret or Red Wine putting thereto Ivy-berry, and Parsley-seeds well bruised, of each the quantity of an Ounce, and give it him to drink.

10. *For the Fraizy, Head-ach, or Staggers, an approved Cure.*

These three Distempers, though of different Names proceed from Heats and Colds, tending to the same Effect, being equally dangerous: The Symptom

ymptoms to know them by, is the *Horse's* hanging down the head, and reeling too and fro, the which as soon as you perceive, let your *Horse* blood three Mornings one after another, wash him well after, and to either of his Temples lay a Plaister of Burgundia pitch; keeping him in a warm and dark Stable with little Meat, and that the Choicest.

1. To cure the Horse that is Hide-bound and loses his Flesh, an excellent Cure.

This Disaster, is occasioned by excessive heat, disorderly and unmeasurable Travel, and is known by the *Horse's* refusing his Meat, falling away, and the Skin sticking to his Flesh, that it will not part from it: The Cure for it is letting him blood in the Neck and Tail; giving him to drink a quantity of New-milk, with two ounces of Treacle and Honey in it, three or four Mornings fasting, feeding him the rest of the day with a Mash of spleated Beans, Bran, and Golden Barley.

2. A Glister for a Collick or Gripping in the Guts.

Take Brine or salted Water a Quart, and dissolve in it half a Pound of common Soap, and give it him luke warm in the Nature of a Glister, and it will ease the Pain and cause the Effect to be seen.

13. *For the Sleeping-Evil or Letbargy, a Cure.*

This Distemper is caused by Cold Humours distilling upon the Brain, and Flegmatick Disconcoctions, causing Fumes or ascent from the Stomach into the Head, making the *Horse* dull and heavy ; the Signs by which you may know it, is the drowsiness, continual desires to sleep as well standing as lying down : To cure it, give him *Castle-soap*, to the quantity of a *Hen-egg* and after it, a quart of *New-Milk*, warm from the *Cow* ; keeping him both before and after, in motion for the space of an Hour or more, making him Sweat, if it be possible, and the Cure will be effected.

14. *An excellent Remedy for the Falling evil, or Night-Mare, as they term it, and for such Horses, as are Planet-struck.*

These Distempers are in effect one and the same, being caused by one and the same Matter viz. Cold Humours, thick and Flegmatick which distilling from divers parts of the Head and ascending Vapour wise from the Stomach settle about the Brain, chilling and benumbing that Seat of Life, and by so doing, disorder the Senses, and cause the Members to fail of their Office ; the Operations being these : When it causes the *Horse's* Limbs to fail under him, the

he sink down, then it is called the Evil. When one of his Limbs only fail him, then it is said to be the striking of the Planet; and when in his sleep the *Horse* is oppressed with a cold Sweat, and much Trembling and by reason of frightful dreams, seems much disturbed, it is called the Night Mare, though the Cause is as aforesaid. To cure this too frequent and dangerous Distemper, mix Tar, Sweet-butter, Powder of Licoras, Sugar candy and Anniseeds to the quantity of an Ounce of each, and making it up into little Pills, give it your *Horse*, and in each Ball or Pill, two or three Cloves of Garlick; letting him be fasting both before and after, for the space of two hours, keeping him exceeding warm.

5. *For the Mourning of the Chine, or running Glanders, an excellent Remedy.*

Mix together Tussicaginis and Auripigmentum, two drams of each, beaten into Powder, and then mould them into stiff Turpentine, till they may be made into Pills or little Cakes; then drying them well, and putting a Chafin-gish of Coals under your *Horse's* Nose, put two of the said Cakes or Pills into it, and so order it that the Smoke may fume up his Nostrils; then stop them with black Wooll dipped in Oil of Turpentine, and ride him till he Sweat, keeping him so three Hours; afterward taking out the Wooll, a world of Filth will Follow; and at twice or thrice so doing, the Cure will be effected, if it be taken in time, before it be too far gone.

16. *A Cure for the Antecor, or Pain in the Breast or Heart causing extream Sickness.*

The Cure for this Distemper, occasioned by unreasonable Feeding in Rank Pasture, is to let him bleed, and for two or three Mornings together, give him two Spoonfuls of Diapente in a quart of Wormwood, Ale or Beer. The Symptoms to know it by, is drawing his Fore-Legs, hanging down his Head and Neck, together, with a Trembling, and sometimes a cold Sweat, all over his Body.

17. *A Cure for the Disease in the Stomach, occasioned by cold Herbs, when your Horse loaths his Meat.*

This Distemper, commonly taken for a Surfeit is occasioned by eating cold raw Herbs or Weeds, or too much Glut of Provender; which causeth such foulness in the Stomach of the Horse, that he vomits whatever he eateth, and loaths his Meat: The Cure for it is, an Ounce of Diapente, an Ounce of Trephenecon; give it in him warm Ale fasting, and for that Day give him no Food but what he eateth out of your hands, which must be Bread well-soaked, Oats, and lastly, fine Hay, and give him Milk to drink; hanging at his Nose a sponge dipped in Vinegar, and thus using him three or four Days, his Stomach will return, and your Horse will retain his Food.

8. To Cure the Distemper called Foundering in the Body; a most excellent Medicine

This Distemper is a dangerous One, gotten by excessive riding, insomuch that the Grease being melted, he is permitted to cool thereon too suddenly, either by standing still, or indiscreet washing: The Symtoms to know it, are the dullness and heaviness of his Countenance, his Belly gaunt and loose, his Hair staring up disorderly, and his Limbs appearing stiff; to remedy this, give him Spelted Beans made into Bread, and warm Water, after which give him an Ounce of Cinnamon, and of Pepper and Treacle the like quantity.

9. A Cure for the Distemper proceeding from the Liver, Consumptions, Obstructions and the like with the Symptoms by which they are known.

These Distempers are known by the Foul and Noisomeness of the Horse's Breath, and his often casting his Eyes upon his Body: The Cure is Aristolochia Longa, boiled in Spring Water and given him to drink, Morning and Evening, for the space of ten Days; a Quart at a time is sufficient.

20. *A Cure for the Distemper proceeding from the Gall, especially the Distemper called the Yellows.*

The Distempers are divers, that are occasioned by the overflowing of the Gall, which is the proper Vessel for Choler, many of which prove mortal, if not timely remedied, but more particularly the Yellows, known by the Yellowness in the Eyes, and under the under Lip next the Teeth; by fainting Sweats, and falling down in Travel, or at Meat. For this Distemper, let him bleed in the Neck and Mouth, or in the Temple-Veins; and then fasting, give him Saffron and Sweet-butter made into Pills as big as Walnuts, and after warm Water and moist Hay; continuing so to-do till you perceive the Yellows both under his Lip and in his Eyes to vanish.

21. *For the Spleen, an excellent Remedy.*

The Spleen is the Seat of Melancholly, the which proving full and hard, swells to that bigness that it is exceeding painful; causing the Horse to groan, eat hastily, and be continually looking upon his left side; when you perceive these Signs take the Herb Agrimony, boil it in Water, and taking the Leaves chop them and make them up in Sweet-butter and give them Pill wise, Morning and Evening, and after it, give him the Water wherein it was boiled.

A Treatise of Chyrurgical Cures for Horses, Mares, Colts, &c.

1. *A Cure for the Back-Sinew strained, or other Strains; as likewise for a Numbness and Shrinkin in the Sinews.*

Roast a Mastiff Whelp, with his Belly filled with black Snails; bathing him with Oil of Spike and Oil of Bees wax, mixed with Saffron strained in it; and then, with the Dropping, anoint the Place grieved, and it will Cure it, remembring to use it hot Morning and Evening.

2. *An approved Remedy for a Shoullder Strain, Wind gall or Swelling in any part of the Body.*

Of Hogs-lard, take half a Pound, melt it on the Fire, then take it off, and add four Ounces of Oil of Spike, one Ounce of Origanum Oil, the like Quantity of the Oil of Exceter, three Ounces of the Oil of St. John's-wort; mix them well together in an Earthen Pqt, well glazed, and as occasion requires, holding a Fire-pan under your hand, chafe it into the grieved Part twice or thrice a Day, and moderately exercise your Horse; and you will certainly find the good Effects.

3. *An excellent Remedy for an old Lameness, or Strain.*

Take of Barrows greafe, Black-soap, Bole armorick, and Neats foot Oil, of each to the quantity of three or four Ounces; temper them well, and boil them in an Earthen-pan; and as hot as your hand can endure it, rub the Place grieved, and it will restore the *Horse* to his former Strength.

4. *An approved Plaister for Strains in General.*

Of Frankincense and Burgundia-pitch take a Quarter of a Pound of each, of Stone pitch, Bole armorick and clarified Rosin an Ounce; as also, an Ounce of Mastick, all which boil together, till they come to a considerable Stiffness; then making it up into a Salve, as occasion requires, spread it upon Sheep-skin, with the Wool on, Deer-skin, Fox-skin, or any warm Skin; and by once or twice applying, unless it be an extraordinary old Strain it will cure it.

5. *An approved Remedy for a Canker in the Mouth, Nostrils, or other part of the Body.*

To a Pint of White wine, put an Ounce of Roch-allom, Bay-salt and Honey a Spoonful of each

each, adding, of Red-sage, Ribwort, Rue and Bramble leaves, of each half a Handful; boil them together till the Liquor be half consumed; then with Syringe, inject the Water into the Mouth, Nostrils, or other grieved place; wiping the Canker with a Rag dipped in the said Water; and by so doing, after the Canker will wast by degrees, till it be quite consumed.

To stay the bleeding at the Nose, inject the Juice of Nettles, and it will effect it.

6. *For the Falling out of the Fundament, an approved Receipt.*

If the Fundament fall out, anoint it with Oil of Roses and Red-wine warmed together, then put it up; but if it fall a second Time, boil Camomil, Mallows, Linseed and Fenugreek, and adding thereto Oil of Dill and Cammomil, bath it well with them pretty warm, and putting it up. Spirt some of the Liquor into it, and then bind the Tail fast down, to keep it in; which you may do by fastning it by a String, and bringing it between the Legs and there binding the String to the Girts; and so let it continue, not giving the Horse any Meat for twenty four hours and by so doing twice or thrice, it will cure it.

7. *An approved Remedy for the Biting of a Mad Dog.*

Take Goats-flesh, or Beef, if the Other is not
F S to

to be had, also Goats-dung and Danewort a Herb so called, of each half a Pound, a considerable quantity of Walnuts stomped, green ones, if the Season will permit; and laying them well tempered together and warm, to the Wound, and it will cause the Venome to come forth; give him likewise at the same Instant, White-wine and Treacle boiled together.

8. *An excellent Cure for the Fistulo. or Pole-Evil.*

Mix an Ounce of Verdigrease with a Pint of Honey, and let them boil together 3 parts of an Hour, adding the Juice of Bear's-foot or Eleboro, a Quarter of a Pint; then dipping a Tent into it: thrust it as far as possible you can into the Fistulo, and it will bring away the poisonous Humour that feeds it. Do the like in Case of the Pole-Evil, by opening the Skin, as also bath the Place therewith.

9. *An approved Remedy for curing the Farcy.*

The tops of Rue, being gathered, mix with them Hogs grease, dried and free from Salt, an Ounce; beat the Rue in a Mortar, and strain the Juice from the Leaves, and having melted the Hogs grease, make an Ointment of it, and stop a Quantity of Walnut into either Ear, putting Cotten wool upon it, fowing up the Ears, and so permitting it to continue 24 Hours, it proves a perfect Cure.

O. A Receipt to Ripen a Imposthume or Swelling.

Take Lilly-roots, Mallow-roots, Hogs-grease and Linseed-meal, and having bruised them, oil them together; and Plaisterwise apply it, will ripen and break any Swelling or Imposthume whatsoever.

11. A Cure for the Tooth-ach, or Pain in the Teeth of a Horse, or to fasten loose Teeth:

For this Distemper bleed your Horse in the Gums, and rub his Teeth, Gums and other parts of his Mouth, with Bittany and Elecampane boiled together; and it will not only ease the Pain in the Teeth, but also fasten them; and by often using, it preserves them from blackness.

12. An approved Cure for the Blood-rafts, Lamprass, Liggs, Inflammation, Camery, Tongue-burnt, or Barbs.

To Cure these Distempers, incident to the Mouth of a Horse, Take Wormwood leaves and Leaves of Surwort, pound them in a Mortar, with a small quantity of Honey, and with it anoint the Place grieved; this Infalibly cures all the said Distempers, unless the Lamprass, which must be burnt before it is washed with the Juice aforesaid,

13. *A Cure for Manginess, Mane or Hair falling off; and for the falling off the Crest*

Anoint the Mangy place with Butter and Brimstone, and it will kill it in a short time: If the Mane, or Hair in any other place fall off, anoint it with Olive-oil, in which the Ashes of Southernwood has been mixed, and it will make the Hair, grow again. For to keep up your Horse's Crest; good feeding and careful looking to is the best Remdy, that being for the most part occasioned by Poverty and dislike.

14. *For the Wind-Gall, a Cure.*

This Distemper is known by small soft Swellings about the Fetlock, caused by travelling in rough stoney ways; to Cure them, the only Remedy is a Plaister of Stone-pitch, after you have lanced or pricked them, to let out the watry Humour.

15. *To Strengthen a broken Bone, or Bone out of Joint, when set.*

The Bone being rightly placed, take Oil of Swallows. & root of Osmund, and with it anoint; bray the Latter in a Mortar, and mix it with the Former; after which, the Bone being well Splintered, dip a thick woollen Cloath in the Oil, and

and spread some of the Root mixed with Oil likewise upon it, and bind it hard about the Bone; or if it be a Rib, then bind it about the Horse's Body strait; and it will effect the Cure, and cause the Bone suddenly and strongly to knit.

16. *To cure a Sinew that is cut.*

Take the Leaves of Nep, such as grow wild, as likewise the Leaves of Woodbine, bray them in a Mortar with Sweet butter, and it will cause the Sinew to Unite, being applied thereto Poul-tis wise.

17. *To draw out a Thorn or Stub.*

To effect this, use Bittany and black Soap, brayed in a Mortar, and lay it Plaisterwise to the Place grieved; and it will likewise draw out the Thorn or Stub, the Wound being first opened.

18. *A Cure for the Blood Spavin, Hough-bone, or any such like Swelling; proceed it from what Cause soever.*

The Spavin and Hough bone is a Swelling soft and round, on the inside of the Foot; the other on the Huckle of the Hough, being both very sore and troublesome to the Horse: To cure them

them, tie up the Vein in the Leg, and let him bleed below the tying, then tying the Vein above and below the place where you opened it, slit it two; then apply to the Swelling, Bruised Linseed and Cow dung well mixed and fryed together, and if that fail to break it, apply a Plaister of Pitch; this being once or twice used, the Spavin and Hough bone, will never on the Leg afflict him more: But if the Swelling come by a Strain Bruise, or the like; then mixing Pitch and grease together, lay it hot to the swelling Plaisterwise, and it will cure it, what Swelling soever it be.

19: The Infirmities of the Hoof, how to remedy; as loose Hoofs, Hoof-bound, Hoof running, false Quarters, brittle Hoof, soft Hoof, hard Hoof, or Hoof hurt; and inaeed how to repair, and preserve Hoofs of all kinds.

If the Hoof be loose, bind it about with a Plaister of Burgundia-pitch exceeding hot, and put some into the hinder part of the Hoof if you can. The false Quarter is occasioned by the pricking in the hinder Part of the Hoof, and the Shoes not fitting close which must be remedied by fixing the Shoe close, and by paring the Hoof well and clever shoeing. If the Hoof be quite off, a Plaister of Tallow and Burgundia-pitch, will cause another to come in its room. If your Horse be Hoof-bound, the straitness of his Hoof makes

wakes him uneasie, which is known by his often
 stamping; then open it at the Heels and under
 the Foot, keeping it moist with Neats-foot Oil;
 anointing the Corownt with Bacon greate and
 Tar. If you perceive the Frush of the Foot to
 void Putrefaction, then stop it with Soot, Bole-
 Armorick and Turpentine well mixed and heated
 over a Fire: If the Hoof be brittle and will not
 hold shooting, then anoint it with Linseed-Oil,
 and Stone-Pitch melted and made into a Salve,
 binding it on hard with a piece of Leather, and so
 permitting it to continue for divers Days. For
 a soft Hoof that will not endure the hard or stony
 Ground: Take common Soap, and the Ashes of
 a Felt-hat, mix them together, and having stop-
 ped the Hoof with Towe dipped in Allom water,
 lay it to it Plaisterwise. And for a hard Hoof,
 to soften it, let your *Horse* stand in hot Embers or
 Cinders, then rub over his Hoof with Tallow, or
 if you can get it, Stags-suet, and if you would
 preserve your *Horse's* Hoofs from all defects, rub
 them over every Morning with the rine of Bacon
 to which a Quantity of the Fat is sticking.

Thus much, Reader, having layed down for
 your Instruction, as to the Breeding and Curing
Horses, Mares and Colts, I shall now proceed to
 the next useful Creatures in this our *Engliff* Na-
 tion, viz. The *Ass* and *Moil* or *Mule*.

C H A P. III.

Of the Ass and Mule, &c.

THE *Ass* and *Mule* being both labourious Creatures, and coming nearest to the *Horse*, I have not thought it amiss to lay down some Particulars relating unto them, for the better Instruction and Benefit of my Reader, and of these in Order.

The *Ass* above all Creatures, is the most hardy, and in feeding the most Indifferent, being content with any kind of Provender, which made the weeping Philosopher laugh, once to see one of them mumbling of Thistles contentedly, whilst some Men endued with rational Souls could not content themselves with all the Riches and Glory of the World; but the more they enjoyed, the more they craved.

These Creatures will endure the sharpest Colds, or the most scorching Heat, only by feeding upon Chaff, Pease straw, chopped Hay, Grains, Greenboughs, Thistles, Herbs or Weeds; so that with little or no Charges they may be maintained. As for their dressing or looking to, they need not much and for hunger & Thirst they will patiently sustain it, nor refuse any Labour they are capable, to undergo, being rarely subject to Sickness therefore of all other Creatures, longest endure; their service is used at the Cart, if the Load be not over ponderous, and are some in Countries put to the Plough: In *England* they are mostly used

sed to carry Burthens and to labour in the Mill.

If you design a good Breed of these Creatures, observe that your *Stallion* and the *Ass*, the one exceed not four Years old, and the other not three; let them be of a large Size, well set big-necked, large and strong ribbed, brawny Breasted, legs and Joints brawny and well knit, of Colour dark Brown, with spots, having large and full Eyes.

The Female *Ass* bringeth forth her burthen as the *Mare*, performing it in all respects; and in her Backing the same order must be observed, only with this Observation, that as soon as she has been leaped, she must be driven too and fro to make her retain what she has received: She seldom bringeth too. The best Time of Breeding is from three Years old till ten: though they will bring forth all their Life time, which according to *Aristotle* is thirty Years, if they live to their full Age. The she *Ass*, whilst she is with *Foal*, must not be hard wrought; and better dieted then at other time, but if the He *Ass* be kept from Labour long, it will render him incapable of Generation; therefore the best Way is before he leaps the She, to let him labour for an hour or two: The *Foal* or *Colt* you must suffer the first Year to run with its *Dam*, and the ensuing Year tie it up with the *Dam* only at Nights feeding it with Bran and Whey, Green-grass, Green-boughs, Wheat-chaff, or the like, as the Season will permit. The Love of the *Dam* is so great to her *Foal*, that she will venture through the Fire to it, though not through the Water; for above all things they
care

care not to wet their Feet, and therefore in observing to keep them dry you will greatly preserve their Health; for these Creatures will rather suffer extream Thirst, then drink in strange Waters, where they have not used to drink, and when they drink they only touch the Water gingerly, as if they feared it, for which many give this Reason, viz. That they beholding the shadow of their large Ears in the Water, fear to wet them. They thrive best when they are lodged in large Rooms, by reason in their sleep they are troubled with affrighting Dreams, and thereupon so paw with their Feet, that they often hurt themselves if any hard thing lye near them.

The Infirmary of this Creature is mostly in his Feet, occasioned by standing or travelling in the wet; which often occasions his halting, to which when you perceive, as likewise at other times to prevent it, wash all the Feet in warm Water, then making them clean with a Hook-knife, taking out all the Gravel, Dirt, &c. take old Chamberlye, as hot as possibly it can be endured, and wash the Feet it; then melting Goat or Ox Tallow, anoint the Feet all over, stopping it into the Crevices; and in all their other Distempers which are much the same with those of the Horse, use the Medicine prescribed for the Horse.

Of the Moil or Mule, and his Generation

The Moil or Mule, is gotten by a stone Ass upon a Mare, being a Creature somewhat resembling then

them both, yet perfectly neither ; yet they are
 many of them not only good for Service, but in
 swiftness comparable to the *Horse*, and were in
 former time much used in War : The *Stallion*
 you design shall cover your *Mare*, if you design
 to have good *Mules*, must be well set, brawny
 Thighed and full Breasted ; the Body neat and
 large, his Head lean and small, with large stand-
 ing Ears, his Colour black or spotted brown, the
Mare in this case, goes eleven full Months and
Foals in the twelfth, the *Mares* for breed must not
 be under four Years old, nor exceed ten. There
 are likewise another sort, gotten upon a she *Ass*,
 by a stone *Horse*, and for distinction sake, the for-
 mer are called *Mules* or *Molls*, and the latter
Neyards. But of these, those got by an *Ass* upon
 a *Mare* are best, the other being heavy dull, not
 fit for travel. And most are of Opinion, that
Mules never ingender between themselves ;
 though *Aristotle* contradicteth that Opinion, say-
 ing, That they both ingender and bring forth in
 some Countries, and especially in *Africk* : It is
 likewise further affirmed, that of what Colour
 soever you are desirous your *Mule* should be,
 with that Colour cloath your *Ass* when he leaps
 the *Mare*, and the Conceit will bring it to Per-
 fection ; though to this I give but little Credit.
 When your *Mare* has foaled you must take the
Foal from her, and put it to another *Mare* that
 has a *Colt* sucking, who within a short time, hav-
 ing her own *Colt* taken from her, and this put to
 her in a dark Place, will receive it as her own :
 Nor will it be amiss to let your stone *Ass-Colt*,
 that you intend for your *Stallion*, to be taken
 young.

young from his *Dam*, and put to a *Mare*; as like wife brought up amongst them to make him the more familiar and ready to leap them; though indeed he will be prompt enough to do it, without any other incitement thereto than his own natural Inclination, being a Creature in himself extraordinary Lustful: But put him not to a *Mare* that has never taken *Horse*; for if so, she will beat him at such a Rate as will make him out of Love with her; and baulk him for ever after; but in that case, put a wild *Ass* to woo her, though which when he has done, and you find her gentle then take him away, and put your *Stallion*, designed for the Purpose.

At a Year old wean your *Mare* and give him Grass, Hay, Oats, chopped Straw, and Chaff keeping him warm and out of the wet as much as may be, till he become strong and lusty; and then, he being four Years old, or three at least you may Back him and bring him into order, as to what you design him: And thus much for the *Mule*, who, well managed, will prove as serviceable as the *Horse*, and what Distempers he is troubled with, which are but few, are consistent with those of the *Horse*; to which, *Reader*, for brevity sake I shall refer you.

C H A P. IV.

*Of Rams, Ewes, and Lambs, &c.**How to know a good Ram, and Ewe for Breeders.*

AS this kind of Cattle are greatly in request, in most Countries, so it will not be amiss or impertinent to lay down some Experienced Rules, as well for their Production and Encrease, as for their preservation from Sicknes and other Casualties.

And first, as to the Breed: In this case you must, if you intend to have a good Breed, choose your *Rams* and *Ewes* the best you can procure, and to know a *Ram* for that purpose, observe these Directions:

Let your *Ram* be of a large Stature, long Bodied, his Belly full, well armed with Wool, his Tail long and bushy, his Forehead broad and black, his Eyes black and sparkling, with much Wool growing about them, his Cods large, though not too much hanging, his Loins and Ears large, covered with Wool in abundance. All the Wool, unless that on his Forehead white; his Horns large and bending with the Tips from, him. the Tongue and the Palate clear and white.

The *Ewe* must have a deep Belly, white and shining Wool, very soft, a long Neck, great Dugs, smooth Horns, large black and Gold Coloured Eyes, long and lean Legs, and a Tail long and

and well covered with Wool: And thus much as to Advice for chusing good Breeders.

2. *When the Ewe ought to be Covered, and how.*

Having carefully chosen your *Ewe* or *Ewes* out of the Flock, at two Years old let her receive the *Ram*; for if before she chance to be covered, the *Lamb* will prove weak and unfit for a Breeder, therefore in that case, the best Way is to dispose of him to the Butcher: A *Ewe* will bear from two till seven Years old; though, by my Advice, keep only her first two Years production for a Stock.

Those *Rams* that you would have to serve your *Ewes*, before the Blossom, must be kept in good Pasture, for the Space of a Month or six Weeks, that so he may be the better able to Perform; and if the *Ewes* seem averse, to oblige them to suffer the *Ram*, scatter in their Pasture Onion blades or Knot-grass; for the *Ram* of himself rather covets the old than young *Ewes*, by reason they are easier wooed. Divers are of Opinion, that if you knit the right Stone of your *Ram*, upon his leaping the *Ewe*, you shall have a *Ewe-Lamb*; if the Left, a *Ram-Lamb*; also, that their blossoming with their Faces to the North wind, causes the *Ram-Lambs*; and to the South *Ewe-Lambs*: The *Ram*, as soon as all your *Ewes* have Conceived, must be taken from them, lest by attempting to leap them, he cause them to miscarry the best time for their being Leaped, is from the 3
Ideas

les of *May* till the thirteen Calends of *August*. If *Ewe* goes alone, the Thunder will affright her, and cause her to miscarry: They go ordinarily with *Lamb* but five Months, and the longest not above 160 Days, and many times brings two *lambs* at a Time, and sometimes three or four; breeding twice a Year: Therefore above all things, in their yeanning time, let them be carefully observed, for often through, weakness occasioned by Cold or the Like; they bring forth, with great difficulty.

How to order your Lambs after they are Cast.

When your *Lamb* is cast, set him upon his Legs and direct him to his Dams Teat, causing him to take it in his Mouth, by spirting some of the Milk into it, after you have milked out the first Milk called Colostræ, or Crude-milk; very hurtful, if taken by the *Lamb*.

If your *Lamb* refuse to open his Mouth, open it, and put the Teat into it, and then if you perceive him to trifle with it, anoint his Lips with Sweet-butter and Hogs-grease.

If his *Dam* chance to die, and you have not a spare Milch *Ewe* to put him to, you must suckle him through a Horn; but the *Dam* lives, then they must be shut up together, that the *Dam* may both know and cherish him: But when you perceive your *Lambs* to wax wanton, then sever them with Hurdles, and after ten Days, with soft strings, they must be tied to little stakes, if they appear

appear wanton and unruly, lest by overmuch Levity they not only grow Lean, but hurt themselves: And be sure to sever the Weaker from the Stronger, when they are in the House; suckling them Morning and Evening before the Dams go to Pasture, and after they return, so use them until they wax strong, then feed them in the House Clover, Sweet Grass, and Bran mixed with Flower, after which, if the Weather be warm turn them out with their Dams into pleasant Pasture.

After you have Weaned them (which if the Weather be warm, you may do at seven Weeks or two Months) you must be sure to keep them high, lest pining after their Dams, they fall away or become Sick or Squeazy^d Stomached: *Varro* is of Opinion, that to geld your Lambs, the best time is when they are five Months old; but my Opinion is, that at six Weeks or two Months is best, for then there is least danger: And the the Lambs being once recovered of the soreness, will feed the Better. The manner of Gelding most securely, is, to take the Cod between your fingers, and having slit one side, draw the Stone forth, and with a Stick grasp fast the Sinew, having a Searing Iron ready, sear off the Stone, and to serve th other: After which put up the Sinews close, on which the Stones hung, anointing the Cod well with Butter mixed with Salt, Gelding them in the Wane of the Moon.

If you design a *Ram Lamb* to keep for breed, Observe to make choice, where a *Ewe* has two *Ram Lambs*: And he will prove a special Breeder, if he be of the right Colour, and have the Marks as aforesaid.

4. Rules to be Observed in the Feed, and Pasture, of your Ewes and Lambs.

The most thriving Pasture for *Sheep*, is that which has been turned up with the Plough, and is again coated with fresh and sweet Grass, called *Fallows*: The next is that which groweth upon dry Meadows. The Grass growing upon morish and wet Marshy Ground, is altogether to be refused; as likewise that adjoining to Fens and Lakes. The Downs and Plain champion Fields always produces the best Sheep; both in Health and Growth: And if at any Time they carelessly graze, and as it were neglect their Pasture, to remedy it, sprinkle Salt in a Trough, near their feeding Place, and by licking it, it will renew and sharpen their Appetite; for, whereas Sheep will as soonest sat with watring as *Aristotle* affirmeth, and Experience teacheth, you must every fifth Day permit them to have a Peck of Salt amongst every hundred; by licking of which, their Health will be greatly preserved, and their Milk encreased: Moreover, against the Winter-t, or Hunger-rot, you must provide to feed them in Cratches. They are best fed in warm countries, with the Leaves and Brouings of Elm and Ash, and the Latter-hay or After cut, by reason it is more soft and sweet than any other. And thus, with the Advice of renowned *Virgil*, shall conclude their manner of Breeding, Feeding and Ordering; and proceed to prescribe such Medicines as are requisite to cure the Distempers

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in

in this kind of Cattle.

*When Summer fair, with Western-Winds doth ca
Your Lusty Flock to Woods and Pasture all;
Send them betimes, when day at first does rise,
And Hoary Dew on bended Grass thick lyes:
From thence, when at the fourth hour of the day,
(The Sun high Mounted) makes them dry, convey
Them to fresh Springs, where pleasant Waters be,
And make them drink in Troughs of Oaken tree.*

A Treatise of Distempers in Sheep, and their Cures.

I. *What Sicknes Sheep are most Incide to.*

The Distempers Incident to this kind of Cattle are divers, as Cough, Scabs or Scurvineſs, a Red-water, which are occasioned by an extraordinary Pain in the Head; as also proceeding from a Plague or Infection; and are all of them Mortal, unless taken in time: Therefore, if you perceive any of them afflicted with the said Distempers, separate them from the Rest without delay, lest thereby the whole Flock become infected. Divers other Distempers befall them upon their eating unwholsome Herbs, drinking dirty puddle Water: Infections of Air, or licking any poisonous Thing: But of them in the
Order.

*For the Head-Ach or Pain in the Head,
a Cure.*

This Distemper, by some called the Staggers, is occasioned by Heat or Cold, and sometimes by both, which contending in the Body for Mastery, run to a Surfeit: The Remedy for it is 6 Grains of Asafoetida, two spoonfuls of the Juice of Sage, and half a quartern of Wine-vinegar, heated together, and give the *Sheep* as warm as it can be well endured, when he is fasting: This likewise, if you add two spoonfuls of the Juice of Rue and Rose-leaves, letting the *Sheep* blood in the Temporal-veins, cures the giddiness in the Head.

*Loss of Cud, how to restore: Agues,
Rheums, Catarrhs, and Cough, how to
Cure.*

If the *Sheep* are defective in chewing, and their Cud is gone; take fine soft Clay, mould it with the *Sheep's* Urine and powder of Allom, into little Balls, thrust them down their Throats, and in doing six or seven times, the Cud will be renewed.

In case of Rheums, Catarrhs or Cough, occasioned through intemperateness of the Air, or unwholesome Feeding; Take an ounce of Dill-seed, a quantity of Bay berries, a handful of Vervain, two ounces of brown Sugar-candy; boil them, when bruised, in a Pint of Syder or Verjuice.

juice, and give the liquid part Fasting, as hot as can be well endured: And by so doing five or six times, the Cause will cease.

4. *Distempers in the Eyes Pains in the Teeth, and Agues; how to Cure.*

For any Distemper in the Eyes, blow in to them Powder of Allom, Hartshorn and Bole armorick, washing them before and after, with Water distilled from Eye-bright, Honey-Suckle Leaves and Sellendine or White Wine, wherein they have been boiled.

If your Sheep be troubled with swelling of their Gums, loose Teeth, or pains in the Teeth, mostly occasioned through Cold, or Surfeit, lance the Gums; rub them with Salt-peter, or Spanish Salt, and afterwards; wash them with the Juice of Sage, powder of Allom and Cows Milk, warmed; and give them the Juice of Hyssop and Honey to drink, in cool Spring-Water.

To Cure the Ague in Sheep or Lambs: Blow between the Claws; suffer them not to drink for twenty hours, and then give them Water, and a third of Wine, wherein, Pepper, Clove, and wild Tansie, have been boiled.

5. *The Plague, Rot, Boils, Aposthumes, Scabs, &c. their several Cures.*

If the Sheep be afflicted with Plague, or Rot, immediately separate the Sound from the Sick.

ound, and wash them with Water, wherein
 laum, Rue and Sow thistles have been boiled.
 Give them Vinegar to drink, wherein, Peletory
 of Spain, Saffron, Polipodium of the Oak, Bith-
 wort-roots, and Bugloss, have been boiled Sweet-
 n the liquid part with Sugar-candy, and let the
 heep afflicted, receive it as hot as may be, when
 they are fasting; and so serve them five or six days
 successively, feeding them with dry Meats. And
 if the Distempers have not proceeded too far,
 even to what is termed Incurable, this Medicine
 will restore Health.

To cure Boils, Aposthumes, or Ulcers; if they
 are not drawn or come to a Head, you must oblige
 them to it, by mangling Wheat-flower, the
 yolks of Eggs, and Tarr together, and applying
 them Plaisterwise, to the place grieved; then
 prick, or lance them so that the Corruption may
 come away: Then take an Ounce of Turpentine,
 burnt salt a like Quantity; and as much *English*
 Honey; an Ounce of Rosin, and a Quarter of an
 Ounce of Galbanum; make them into a Salve,
 over the Fire, and apply it Plaisterwise to the
 grieved Part, anointing it first with Ointment of
 Tobacco.

For Scabs appearing within the Skin, or with-
 out, Take a Quarter of a Pint of the Juice of Hy-
 pop, the like quantity of Cammomile, a quart of
 Water, wherein Tobacco has been steeped; two
 Ounces of Brimstone flower, Fern roots a hand-
 ful, and a quart of Urine, adding two handfuls
 of Salt; boil them together, and with the liquid
 part, wash the Place grieved, giving them Salt
 and Water at the same Time to drink; keeping

them as much as may be from green Meats. Th
likewise cures the Itch, and other like Distem
pers; and by adding six Ounces of Tar, it kill
Maggots, Lice and Ticks.

6. *Pursiness or short Wind, Swelling of the Belly, S. Anthony's Fire, and Disease in the Lungs: Their Cures.*

For the first, Take two quarts of Vinegar, tw
Ounces of Licoras powder, the like quantity o
Treacle, half an Ounce of Mithridate, a handfu
of Carduus, and a handful of Lupins: Boil then
well, and give the Beast grieved a Pint at a time
after he has been kept twelve hours Fasting; an
so do till you find his Breath recovered, and th
Rheums, that caused such Pursiness dispelled
adding to this Receipt, two heads of Garlic
and a handful of Colts-foot, it Cures most Di
tempers in the Lungs.

If your *Sheep* be afflicted with the Distemp
or Sorrance, called *S. Anthony's Fire* (named b
the Shepherds, the Wildfire, because it runs fro
place to place without the least stay,) bathe the
with *Goats Milk* and the Juice of *Briony*, givin
them warm Water wherein *Scabeous* has bee
boiled, to drink.

If your *Sheep* be afflicted, with Swelling in th
Belly, which sometimes happens even to Bur
ing, and is occasioned either by Eating of up
wholsome Herbs, or licking up Grubs, Rec
worms, Spiders, or swallowing, by too hast
drinking Horse-leeches: In such a Case, tak

A Pint of Sallad-oil, blood the Beast in the Tail :
 put some of the Blood to the Oil, as also the
 Juice of Rue, and Powder of Brimstone, and pour
 it down their Throats, keeping him, or her stir-
 ring the mean while. If the Claws (be Lame or
 broke by any Accident, Take unslacked Lime,
 Soap and Hogs lard, bind them therewith, and
 bathe the Leg and Foot, with hot Neatsfoot-oil :
 If the Horns are loose, to prevent their shedding
 (having thrust them on as far as possible) anoint
 the Roots of them with Juice of Housleek, Ver-
 digrease, Turpentine, and Hogs grease melted
 together.

To supple and Cure broken Joints, Sprains,
 Wrenches, or Fractured Bones, first, (having put
 them into their right place) with an Ointment
 made of Bees wax, Turpentine, Deers-tuet, the
 Juice of Mugwort, Stone-pitch, and Mellilot,
 suppling the place grieved also, with of Earth-
 worms, as hot as may be endured, tie it up with
 a soft Lint, very strait, and by renewing the
 Unguent every other day, the strength will be
 restored, as at first. And thus much I have
 thought fit to lay down, relating to the Breeding
 Ordering and Curing, the most difficult and dan-
 gerous Distempers in *Sheep* ; from which I shall
 proceed to treat in the like nature of *Swine*, those
 yet remaining sort of Creatures, so necessary and
 useful to Man.

C H A P. V.

A Treatise of Swine.

I. *And first of the Marks whereby to chuse good Breeders, and how to order your Breed.*

T Here is no Creature so profitable to the Breeder, and affording so many Dishes, to furnish the Table, as the *Swine*, therefore worthy to have place in this Treatise; Now to procure a good Breed, on which consists the main, let your *Boar* be short and well set, his Mouth not long, but drawing upwards, Breast and Shoulders broad, Thighs short and large, his Stones large and even, hanging down, his Bristles thick, and for the most part standing upright, his Colour white, or inclining to sandy. Let your *Sow* be long of Body, large Bellied, with many Teats, broad Buttocks, long and large Ribbed, little Headed, small Eyed, short Legged, and of Colour white.

The best time of the *Sow's* being Covered, is when she is fourteen Months old; the *Boar* that covers her being no less than three Years old, and suffer him not to Cover your Breeders after five Years; nor they to breed after four, unless to dispose of Young: About *Candlemas* (observing it to be in the Encrease of the Moon) is the best Time to let your *Sows* be Covered; then se

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that the *Bear* serve them well, three or four times a piece, and although one *Sow* may bring above ten *Pigs*, yet it is not convenient to let her rear more, if you design them for a Stock : At a Year old Geld you a *Barrow Pig*, and at eight Months spay such *Sow Pigs*, as you intend to Eat Bacon or Pork : Be sure to cut or spay them in Decrease of the Moon, the Weather being open and mild, or (if you think fit) you may much sooner than I have mentioned, do this Office; but then they will not be near so large.

To Fat your *Swine*, keep them close in a warm sty, where there is a rather glimmering than perfect Light : Let them have daily fresh liquor and their Meat (which you must give them thrice a Day) be Pease, Beans Mast, Acorns, Pollards, boiled Carrots, or Parsnips, according to the Production of the Country : The better to provoke them to drink, put a handful of Salt, and Barley meal into their Water; and in so ordering them, they will be fat in twelve or fourteen Days.

Of Diseases in Swine. what they are, and how to cure them : And first of the Head-Ach, or Sleepy-Evil, Measles, Ague, or Fever, and Pox in Swine.

If your *Swine* be afflicted with the Head-Ach, or Sleepy-evil, bleed him under the Tongue: rub the Mouth with Salt, and give him to eat (if the time of Year will afford them) Lettice leaves, for want of them, Cabbage-leaves, and Fetches

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making him to drink Whey, wherein Rosemary, Lavender and Vervine have been boiled.

If the Measles, which are occasioned by unwholsome or excessive Feeding, has seized them, take a hard Brush, and dipping it in cold Water, rub them all over; give them Parsley-Roots to eat, and put powder of Allom in their Water, and also the Juice of Rue, and let them Feed moderately; suffer them to be in the open Air as much as may be.

The Swine being afflicted with Ague, or Fever, let him blood in tail, and give him warm Water, thrice a day, wherein Pepper and wild parsnip-roots have been boiled: Suffer his Diet to be very Fine though Slender.

To Cure the Swine Pox, Take an ounce of Pepper, as much Mithridate, or Dioscordium, boil them in half a pint of sweet Oil, and a pint of Syder, sweetning the Ouse with Honey, giving him it warm.

3. *Rheum or Catarrhs, Plague, or Diseases in the Melt, and Diseases in the Eyes; their Cure.*

To Cure the first of these, Take Brimstone, and Burgundia pitch put them on a Fire-shovel of lighted Coals, suffering the steem to go up the Nostrils of the Swine; at the same time giving him a Drench, made of Garlick, Pepper, and Rue, boiled in New-wort.

For the Plague, or any Disease in the Melt, proceeding from eating Noisome things; Give your

our *Swine* three ounces of Honey, two ounces of Bees wax, an ounce of Ginger and two ounces of Coriander seeds boiled in a quart or three pints of New milk; let him take them fasting three Mornings successively.

If the *Swine* be afflicted with any Disease in the eyes, wash them with the Juice of Housleek, Bittony, and Sellendine, blowing in afterwards the Powder of Sepia, burnt Allom, or Aloes; and applying the Herbs aforesaid, Poultiswise, to keep it in.

To Cure the Flux, Diseases in the Gall, Belly-ach, and Husking Cough; Experienced Remedies.

To Cure the Flux, occasioning extraordinary looseness in *Swine*: Take two Ounces of Gallits bruised, as much Starch, a handful of Bittony, and ounce of Turpentine; boil them all in a Pint of Milk, and a quart of Vinegar, and give it to the *Swine* to drink, at thrice, three successive Mornings.

To Cure the Belly-ach, Take an ounce of Long-pepper, two ounces of Fennel-seed, an ounce of Fenugreek-roots, and two ounces of Honey; boil them in a Pint of White-wine, or Stale-beer, and give it the *Swine* Fast; suffering him to fast seven or eight hours after it.

To Cure a Cold, or Husking Cough; Boil a handful of Colts-foot in a Pint of Water and Honey; adding thereto, a Quarter of a Pint of the Juice of Longwort two Ounces of Licoras powder.

powder, and a Quarter of Pint of sweet Oil; let him drink it warm at twice, viz. Morning and Evening.

5. *Swelling in the Neck, Throat, or Body; Lameness in any Part, how to cure.*

If your Swine swell in any part of the Neck, Throat or Body; let him bleed in the Tail, and under the Tongue, apply it to the Place grieved a Plaister of Burgundia-pitch, yolks of Eggs, Wheat flower, and Bees-wax; giving him in his Meat, Coriander-seeds, and Horse-radish dried and beaten into Powder.

In case of any Strain, Bruise, Claw-slip, Bone broken, or out of Joint, I refer you to the same Remedies as is prescribe for the Sheep: And so leaving the Swine, I shall proceed to Treat of the Goats, and other useful Creatures.

C H A P. VI.
A Treatise of Goats.

1. *And first how to know their Goodness, &c.*

THIS amongst some is counted a wild and unprofitable Creature; but certain there is, great Profit arising by it, as their Flesh for Meat, their Skin for Leather, their Milk for making Cheese

Cheefe, their Hair for making Ropes, Sacks and Garments; not Rotting by moisture, nor being easily burnt with Fire; and of Goats there are divers sorts, according to the Countries wherein they are bred; but above all, the *English Goats* are accounted the best, and therefore of them only will I Treat.

If you would chuse your Breeders: let the He be well Horned, Bearded and long Headed; his Mane thick, his Neck short, his Legs fleshy, his Eyes great, and somewhat looking. Let the She have large Udders, a long Body, deep Belly, short Legs; & let not the first exceed two Years, nor the last eighteen Months when you put them together, nor suffer them to Ingender after four Years, if you intend them for breed. The best Time for the Females to suffer the Males, is about the middle of *February*; and their time of going with, young is five Months and odd days; little differing in that matter from the *Ewes*, most of them bringing forth twice a Year, two at once, and sometimes six; and those that bear twice in a Year are the best for Stock. If you intend to breed them into good order, you must buy the whole flock, and they will thrive the kindlier. In *Autumn*, sever the He's from the She's, and when the She's have brought forth, if they are not two Years old, put the *Kids* to Goats of that Age, to be suckled; and if Weather be cold, keep them in Houses or Cots, tying them to little Posts and guarding them with Hurles, lest they by their unruliness hurt themselves. Let the Place be paved with stone, and kept very clean; and wherever they Feed, suffer not above 100 to remain

remain together: They are hardy Creatures, and will live upon short Grass, Leaves, Herbs, and the brouzing of the Trees. Many are of Opinion, they draw their Breath at their Ears: for that if their Nostrils be stopped, they bear it patiently: Those that have no Horn, if Females, give the most Milk, their Age is known by the ruggedness of their Hoofs, and Horns: The Diseases they are most subject to, are Agues, Fevers, Murrain and Drop sic; gotten mostly by unwholsome Feeding; and contrary are these Distempers in them than in any other Beast: For as other Beasts languish with the Sick ness, they without the least Sign of being wasted, fall down dead on a sudden.

2. *A Cure for the Ague, or Fever.*

Few Goats are free from these Distempers; especially in the heat of Summer, and extremity of Winter; to cure which, having let them Blood, Take the Roots of Fern, great Thistle, and Reeds; of each six Ounces, Wood-sorrel, and Coriander and Citron seed, of each two Ounces; boil them in running Water, and give the liquid Part to the Beast grieved; or for want thereof Take bean flower, Allom, and Pollipodium of the Oak, of each a handful, and boil them in a Gallon of Whey: Give it to the Beast at four times, pretty warm, and it will effect the Cure.

3. *An excellent Remedy for the Murrain, or Pestilence.*

Take two Ounces of the Juice of Rue, a like quantity of Housleek, a handful of Elder-leaves, Buds, or Bark, eight or ten Bay-leaves, a Pint of Sallad-Oil, a Dram of Saffron, and half an Ounce of Turmerick; add them to a Quart of Stale beer; boil them, and give it the Beast grieved at four times, having first strained it, and separate them, to prevent further danger.

4. *An Excellent Remedy for the Dropsie.*

If your Goots are troubled with the Dropsie, lance the Skin a little under the Shoulder, and put between it and the Flesh, a Rag dipped in Oil of Bays, and the watry Humours flowing thither will evacuate; if, at the same time you give them Hop-tops to eat, and suffer them to rounge on Oak, or Beech. As for what other Distempers, or Grievances these kind of Cattle are incident to, they concord with those of the sheep: Therefore, for Brevity sake, I shall refer you to that Treatise for the further Cures.

Of Ordering and Improving Stocks of Bees.

THE *Bee*, though a small Creature, and by many numbred amongst Insects, is exreamly Advantagious to his Nourisher, in returning atundance for the little he receives, and not so only, but affords Demonstrative Rules to Men, both of Police and Frugality; insomuch that the Ancients Nourished and Preferred them, as much for Pleasure as Profit; calling them, the Birds of the Muses, and *Virgil* with wonderful Eloquence describes their Order, Government, manner of Warring. Building, Obedience to their King. &c. But not to enlarge thereon, I shall proceed to the Improving Part, *viz* To store your self, there are three manner of ways, either by Buying them, Taking wild Swarms, or making them by Art: If you buy your *Bees*, Observe they be lively, little, smooth and shining; rejecting he rough and unseemly Ones; and above all let the King, or Master *Bee*, be long, shining, and chearful, not too great

great or too small, for upon his Success depend the welfare of the whole Swarm. Observe, likewise, that the Swarm be whole and great, which you may know by looking into the Hive, or observing great numbers clustering about the Door: If these two Observations fail, finding them all at rest, blow in amongst them, and by the greatness or smallness of the answering sound, you will perceive them to be more or less. If you Transport them far, the Change of the Air, many Time incommodes them; to remedy which you must set them in pleasant Gardens, or scatter sweet smelling Herbs about their Hives. The best Way to carry them, is upon a Man's Shoulder in Sheets upon a Pole; one Hive behind, and the other before, in the Night-time when they are at rest, being very cautious of jogging them, for fear of mashing their Combs, and the best Time to remove them is the Month of *April*; being sure you carry them not from a pleasant Place to one that is otherwise, for if you do, they will soon leave you. When you have brought them to the Place you intend,

intend, if it be Day time, you must neither open nor place them till Night, to the End, that after the quiet Rest of the Night, they may go chearfully to work the next Morning; and be sure you observe them narrowly, for two or three Days after, whether they go out or not, for if they do, 'tis a shrewd sign they intend to leave you.

To store your self with Wild *Bees*, Take these following Directions: That is, such as breed in Clefts of Oaks, or other Trees, in Fields, Forrests, or Wildernesses, or in Rocks, or Ruins of Castles or Churches: To find them out, set a little Box with a small Hole in it, near the Water-side, whither you perceive the *Bees* to resort, and when many have entered, for the Sugar or Honey put therein, stop up the hole, and having let one out, follow him as far as you can see him then let out another, following him likewise, and so a third, till by their flying directly (for so they will) to the place of their abode, you find them out: And to know whether they are far or nigh, set sugared Water, and when they come

come to sip, sprinkle some Red, Green, or other colour upon them, and by their often or seldom coming, you may guess the distance or nearness of their Nests; as also by the sudden resort of great Numbers, so soon as one or two have found out the Sweets, for they suddenly give Notice to their Fellows. Having found them, if in the body of a Tree, and you cannot come at them, smoak them out, and settle them by ringing of any Brass Vessel; and having sweetned your Hive with Herbs, shake them into it, or rather cut down the Bough and cover it with a Sheet setting your Hive afterward, near it, that the *Bees*, of their own accord, may go into it; or if you cannot smoak them out, Saw the Tree, or use other means as may oblige them to forsake their Dwelling; taking the whole Day before you to perfect this Work.

In the placing of your *Bees*, Observe it be so that in the Winter and Spring, the Face of the Hives may stand to the Rising-sun; and so order it, that neither in Winter nor Summer, they be too hot or too cold; observing above all things, that

that the Air be wholesome, as also the Herbs, Plants, and Flowers growing about them. The Herbs, &c that Bees most delight in, are these, Thyme, Cassia, Rosemary, Savory, Smallage, Violets, Sage, Lavender, Myrrh, wild Marjoram, wild Thyme, Balm, sweet Marjoram, Saffron, Bean-flowers, Mustard-seed, Melilot, Poppies, Roses, and the like. And those they hate are for the most part Yew-trees, Wormwood, wild Cucumbers, Elms, Cornel, Spurge, Lawrel, and all bitter Herbs and Flowers. They thrive better in the Vallies then on Hills, and love to be near clear Water springs. The best Honey is extracted from Thyme, the second from wild Thyme, and the third from Rosemary: As for their Hives you may place them in three ranks, stand a Yard one above the other, suffer them to be quiet and undisturbed keeping all hurtful Creatures from them; as the Toad, Red-Breast, Wood Peckers, Moth, Hornet, Lizard, Swallow, Sparrow, Spider, Butter-fly, Serpent, and Stork, all which are utter Enemies to the Bees. All Winter they rest and

and live upon part of what they got in the Summer, or, if you have taken the Honey almost bare, you must Feed them, by putting in sticks very gingerly, dipped in Honey, or Sugar and Water boiled; as also Figs, Raisins, Currans, or the like: About the Sun's entring the Sign *Aries*, they come abroad and labour diligently, framing their Combs, the which when they have done, they begin to Breed, and afterwards fill them with Honey: Their Wax being extracted from Gummy-Trees, and their Honey from Flowers. The Honey Harvests, as many term them, are in some Countries three times a Year, viz. The latter end of *May*, the end of *July*, and beginning of *September*: Though to take the Combs but twice a Year, viz. *May*, and *August*, is best. If the Hive by reason of a young Brood be over-charged, which you may perceive by the Bees clustering about the Mouth of it and the great noise within, having new Hives in readiness, watch the coming forth of the young Fry for several Days, from eight till twelve in the Morning,

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lest taking Wing, they seek a new Habitation, or if they delay to come forth, you may drive out the whole Stock, with Galbanum, at what time having two Kings they will settle in two Companies, and so you may Hive them: Or if a Stock be decayed, you may put two Hives together, by killing the King or Master *Bee* of the one Hive. If at any time two Hives Swarm together and Fight, cast dust upon the Hives, or sprinkle them with the Juice of pleasant Herbs, or Honey and Water boiled, and the Fray will be parted. If the Master *Bee* of any Hive, be too apt to lead the Swarm abroad, and by that means endanger losing them, to prevent his roving, clip his wings. and then, not daring to trust them, he will stay at home. The Signs to know when your Combs are full of Honey, are when the *Bees* drive out the *Drones*; when there is an extraordinary Noise and rejoicing within, and when they play about the Mouth of the Hive, neglecting to perform their Tasks; for in no wise take the Honey before the Combs are full, lest displeasing the

the *Bees*, they leave you : Many are of Opinion, that the Mouth of the Hive being rubbed with Calves-dung or Onion-bles and Marjoram, the *Bees* will never leave it. And thus much shall suffice for the ordering and improving of *Bees*, from whose Labour rises great Profit to most Kingdoms.

F I N I S.

